

# Candice Colbert

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www.digitalartcandy.com

## SKILLS

CG Modeling, Texturing, Lighting, Drawing, Painting, Background Painting, Color Styling, Filmmaking, Editing, Scripting, Graphic Design, Game Document Writing, Storyboarding, Idea Development, Improvisation, Animating, Photography, Training Artists

**Programs include:** 3D Studio Max, MAYA, Mudbox, Z Brush, Unreal, Unity, Vray, Deep Paint, Final Render, Shag, Final Cut Pro, After Effects, Combustion, Adobe Creative Suite, Photoshop, Illustrator, Flash, Dreamweaver, Premiere, Microsoft Office Suite, Assembla, Perforce, In Design, Windows, Mac

## EMPLOYMENT HISTORY

09/2009 - Present

### Freelance and Contract Artist

Los Angeles, CA

*Clients: Real Life +, Play Network, Nickelodeon, Disney Parks TV Commercial, Dune Diggers Card Game, Rubber Bandito iOS and Android Game, The New Thirty Movie*

- Modeled 3D prop and environment assets with Maya for console and mobile games
- Created low poly character models with Maya for console and mobile games
- Textured characters, environments, and props with Maya for console and mobile games
- Modeled, textured, and animated scenes with 3D Studio Max for corporate presentations
- Color styled characters and props for an animated television special for Nickelodeon
- Illustrated & drew graphics by hand for games, logos, and brochures
- Created graphic designs for websites, brochures, logos, and posters
- Directed and edited short subject films for commercial clients and festival releases

### Senior Environment Artist

05/2004 – 07/2009

### Contract Artist

07/2010 ~ 04/2011

*Heavy Iron Studios (formerly of THQ),*

Los Angeles, CA

- Modeled and Textured 3D Prop and Environment Assets with Maya for Console and Mobile Games
- Integrated models into both proprietary and commercial game engines
- Added creative ideas to improve games and tools and developed new game pitches
- Lit game levels and created light kits for game characters using Maya & tools within a game engine
- Trained others and documented processes and techniques standardizing and improving pipeline
- Ported assets across different game platforms and created assets at various levels of detail

### 3D Artist

04/2003 – 03/2004

*Super 78 & Tigar Hare Studios*

Los Angeles, CA

- Modeled 3D environments using 3D Studio Max for video game cinematics
- Textured 3D models & characters using 3D Studio Max, Photoshop, and Deep Paint
- Created hair for CG characters using Shag

### 3D Artist

04/2002 – 04/2003

*3D Bob Studios*

Burbank, CA

- Modeled high poly 3D environments using 3D Studio Max for animated feature film
- Textured 3D models using 3D Studio Max and Deep Paint
- Lit environments using Final Render and 3D Studio Max

### • Digital Artist & Lead of Pre-engineering Department

12/1995 – 11/2001

*Creative Capers Entertainment*

Glendale, CA

- Worked as part of a visual R&D team to develop properties for games, television, and movies
- Modeled, textured, and lit 3D environments using 3D Studio Max for animated television series
- Painted backgrounds, created character color models, and styled color keys for animation
- Designed graphics and promotional materials for print and for the web
- Managed the pre-engineering department for two Disney video games
- Coordinated art through various stages of video game production linking art to code
- Trained other artists in process and techniques

- Digital Background Painter** 10/1994 – 12/1995  
*Rough Draft Studios* Glendale, CA
- Painted Backgrounds with Photoshop and Fractal Design Painter for animated television shows
  - Digital ink & painted on SGIs using Softimage Toonz for animated television shows
- Photoshop Teacher** 08/2000 – 12/2001  
*Webisode Academy* Los Angeles, CA
- Taught Photoshop workshop classes geared toward animation and web professionals
  - Developed curriculum and course materials
- Photoshop Teacher** 1995 & 1997  
*Animaction Studios/Bridges* Santa Monica, CA
- Taught Photoshop on NT workstations to students entering the field of animation

## CREDITS

- The New Thirty Movie
- Rubber Bandito (iOs and Android)
- Spongebob Truth or Square (360, Wii)
- Up (Wii) - Wall-E (360, PS3, Wii)
- Ratatouille (360, PS3)
- The Incredibles 2 - Rise of the Underminer (Xbox, PS2, GC)
- The Spongebob Movie (Xbox, PS2, GC)
- Wizards of the Coast “Dungeons and Dragons” Interactive Game Cinematic
- Namco Interactive Game Cinematic
- The Godman (Animated Feature)
- Disney’s Mr. Magoo (Animated Title Sequence For Live Action Film)
- Disney's 101 Dalmatians (Animated Sequence Within Live Action Film)
- Bounce (Animated Sequence Within Film)
- Disney's The Tigger Movie (Animated Feature)
- Marvel Comic Books US War Machine and Electra
- Disney/Nintendo Game-Boy commercials

## Television Series

- Dora’s Explorer Girls (Animated Television Special)
- Michael Bedard's Sitting Ducks – season 1
- The Maxx (Television Series on MTV)
- The Nanny (Holiday Special Oy, to the World on CBS)

## Earlier Interactive Games:

- Disney's Beauty and the Beast Activity Center
- Disney's Tigger Activity Center
- Disney's Arcade Frenzy
- Disney's Winnie the Pooh's Kindergarten
- Disney's Winnie the Pooh Activity Center
- Disney's Magic Artist Studio - Disney's Tarzan Activity Center
- Disney's Winnie the Pooh and Tigger Too Animated Storybook
- Disney’s Hades Challenge
- Disney's Aladdin Math Quest
- CCE & PAN Interactive’s Adam Blaster – Atomic Enforcer

## EDUCATION

**Rhode Island School of Design**, Providence, RI – BFA in Film/Animation/Video, honor student

- **Gnomon** - Lighting and Rendering, ZBrush
- **UCLA Extension** - 3D Studio Max
- **Webisode Academy** - Advanced Flash
- **Groundlings Theater** - Improvisation **IO West** - Sketch Writing **Anne Bates** - Comedy Writing
- **LA Connection Theater** - Improvisation, Sketch Writing

## PROFESSIONAL ASSOCIATIONS

- ASIFA Hollywood, SIGGRAPH LA, Women in Animation Founding Year Member