

CHERI FOJTIK

senior texture artist

604.833.3565
www.renderlayers.com
renderlayers@gmail.com

Summary Dedicated individual seeking a full-time position as a Sr. Texture/Lookdev artist in a professional working environment that presents unique problem solving and artistic solutions. Enjoys working in a team environment and always on the lookout for new and exciting challenges to improve my skillset and creative abilities.

Skills Especially proficient in surfacing, texturing, and sculpting; Also have experience in modeling, lighting, rendering, and compositing

Software Mari, Photoshop, Substance Painter/Designer, Mudbox, Maya, Houdini, Katana, AfterEffects, Nuke, ZBrush, Premier, Illustrator, Mental Ray, Unity, Gaffer

Extras

- Siggraph Presenter - The Foundry Lighting and Lookdev Meetup & Foundry Booth Texturing of Logan Digital Double presentation, Vancouver, BC - Aug 2018
- Panelist - Women in VFX - Spark Computer Graphics Society - Feb 2017 & 2018
- Life of Pi - Best Visual Effects - part of team that won academy award
- Game of Thrones Season 06 - VES nomination - Citadel Environment
- Game of Thrones Season 08 - Annie nomination - Dragons

Image Engine Design lead texture artist May 2015 - Present

- Creating high quality texture maps for characters, environments and props
- UV assets from modeling
- Working very closely with lookdev artists to develop looks of assets
- Managing and assisting a team of texture artists across all shows
- Working with pipeline and facilities to make sure the texture department has the tools needed, and addressing any issues with current tools and workflow
- Working very closely with the lookdev artist lead to develop tools and ideas for improving workflow and performance
- Assisting in the interview and hiring process for new candidates & training
- Assisting the assets supervisor with bid times as needed

Projects Bloodshot • The Mandalorian s1/s2 • NHK Special Birth of Mankind • Carnival Row • Sextuplets • Lost In Space s1/s2 • Logan • Thor: Ragnarok • Project Power • Kin • Fantastic Beasts: Crimes of Grindewald • Fantastic Beasts and Where to Find Them • Fantastic Beasts 3 • Snowpiercer s2 • Venom: Let There Be Carnage • The Old Guard • Birds of Prey • Underwater • The Twilight Zone • Alien Ore • John Wick: Chapter 3 • Power Rangers • Game of Thrones s6/s7/s8 • Skyscraper • Mulan • The Meg • Spiderman: Far From Home • Jurassic World • Pokemon: Detective Pikachu • Native Shoes: Plant Shoe Commercial • Independence Day: Resurgence • Point Break • Final Fantasy XV: Kingsglaive • X-Files • Deadpool • The Last Witch Hunter

Blackthorn Media freelance texture artist 2016 & 2017

- Dragonflight: created textures for a dragon
- Caliban: created texture maps for two characters
- test maps in shaders using Unity

Games Dragonflight • Abbot's Book: Caliban Below

Industrial Light & Magic senior texture artist April 2014 - April 2015

- Creating high quality texture maps for characters, sets and props
- UV assets from modeling
- Run test renders using Katana and submitting for feedback

Projects Tomorrowland • Soarin Over the World ride • various projects

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Experience cont'd

ReelFX Studios surfacing artist May 2013 - March 2014

- Create high quality stylized texture maps for characters, sets and props
- Adjust shaders, troubleshoot issues, and kick off test renders of assets
- Assist modeling department to UV assets as needed

Project Book of Life

Rhythm & Hues Studios April 2010 - March 2013

Lead Texture Artist - June 2012 - March 2013

Texture Artist - Jan 2011 - June 2012

Jr. Texture Artist - April 2010 - Jan 2011

- Created high quality maps for hero characters, props, environments, organic and inorganic
- Traveled to Vancouver to assist in training new hires
- Assisted in the interviewing and selection of candidates for hire
- Worked closely with production team, management and other painters to achieve desired look on assets and meet deadlines
- Worked closely with teams abroad, leading them in the painting of assets and sending notes

Projects The Seventh Son • Percy Jackson 2: Sea of Monsters • 300: Rise of an Empire • R.I.P.D
• Life of Pi • Snow White and the Huntsman • Hop

Fisher-Price Design-Animation Temp. Dec 2008 - July 2009

- Modeled, UV'd, Texture painted characters, objects, and sets for CG episodes
- Created lighting rigs and render layers for render set up
- Rendered and composited shots on three separate projects

Education Master of Fine Arts - Animation / Visual Effects Nov 2009

Savannah College of Art and Design: Savannah, Georgia

Bachelor of Fine Arts - Graphic Design Dec 2003

Texas State University: San Marcos, Texas

- Cum laude with a Minor in Computer Science

Associates Degree - Art with honors Dec 1999

Wharton County Junior College: Wharton, Texas