

Contact

818-795-2847 (Mobile)
mason@astrumfx.com

www.linkedin.com/in/astrumfx
(LinkedIn)
<https://astrumfx.com> (Personal)
<https://vimeo.com/311489696>

Top Skills

Maya, ZBrush, Substance Painter
Mari, Nuke, Houdini, After Effects,
3Ds Max, Photoshop, Realflow,
Marvelous Designer

Mason Dash

Lead CG at a52
Los Angeles, California

Summary

I'm a CG Generalist and Visual Effects Artist. I have worked in Animation, Visual Effects and Game industry for 15 years. I'm well versed in Modeling, Texturing, Lighting, Lookdev, Shading, Effects and Compositing.

Skills:

Maya, ZBrush, Mari, substance painter, Houdini, Nuke, Katana, After Effects, Substance Painter, Realflow, shading.
PF Track and using V-Ray, Renderman, Redshift, Arnold, Mental Ray and Octane as render engine.

Experience

A52
Lead CG
May 2018 - Present
Santa Monica, California

Imaginary Forces
Sr. Lighting/Lookdev Artist
April 2018 - May 2018 (2 months)
Greater Los Angeles Area

MPC
Lead CG
November 2017 - May 2018 (7 months)
Playa Vista

Working on Lion King live action movie as a lead CG.

FuseFX
Sr. 3D Generalist
July 2017 - November 2017 (5 months)
Los Angeles, California

CVLT

Lead Lighting/Lookdev Artist
June 2017 - July 2017 (2 months)
Playa Vista

Responsible for creating shaders and lookdev for 3D assets.

Digital Domain 3.0
Sr. CG Generalist
December 2016 - June 2017 (7 months)
Greater Los Angeles Area

Method Studios
Sr. Lighting/Lookdev Artist
November 2016 - December 2016 (2 months)
Santa Monica, California

Wolf & Crow
Sr. CG Generalist
August 2016 - October 2016 (3 months)

Saatchi & Saatchi
Sr. Lighting/Comp Artist
June 2016 - July 2016 (2 months)
Torrance, California

Mirada Studios
Mari Texture Painter
March 2016 - June 2016 (4 months)
Marina Del Rey, California

Painting textures for stylized characters using Mari and ZBrush

Nickelodeon Animation Studio
Sr. Lighting Artist/ CG Generalist
October 2015 - April 2016 (7 months)
Burbank, California

Working on a feature animation.

Responsible for Lighting and Rendering using Redshift, compositing using Nuke and Deep technic, effects using Houdini and Maya.

Zoic Studios
Senior Lighting Artist
September 2015 - September 2015 (1 month)

Culver City, California

Lighting/Rendering/Compositing

Mousetrappe

Senior Lighting / Effects Artist

February 2015 - September 2015 (8 months)

Burbank, California

Working as Lighting artist and Generalist for a series of stylized animation. Responsible for lighting of the animations, creating procedural shaders, procedural animations and rendering TD.

yU+co

Senior 3D Generalist

January 2015 - February 2015 (2 months)

Hollywood, California

Working on a feature film as a 3D Generalist.

PETROL Advertising

Lightning Artist

October 2014 - January 2015 (4 months)

Burbank, California

Digital-Tutors

Instructor

September 2014 - October 2014 (2 months)

Lighting, Dynamic FX and compositing instructor for Digital Tutors online training.

Create Advertising

CG Generalist, Lighting TD

January 2014 - August 2014 (8 months)

Greater Los Angeles Area

worked on Dark Souls "Lord of The Fallen" game trailer, Sony TV commercials, Rabbid Invasion and Ubisoft game trailers for E3.

ROGER.TV

Maya Generalist, Compositor

April 2013 - December 2013 (9 months)

Greater Los Angeles Area

Maya Generalist, 3D Modeling, Texture Mapping, Compositing

Animatic Media Inc.
CG Generalist, Compositor
September 2012 - March 2013 (7 months)
Greater Los Angeles Area

Education

Gnomon School of Visual Effects
Individual Courses, Visual Effects · (2011 - 2012)

University of Art, Tehran
Certification, 3D Animation · (2008 - 2011)

Isfahan University of Technology
Bachelor's degree, Computer Graphics · (2004 - 2008)

Art and Industry College of Isfahan
Associate of Arts and Sciences (A.A.S.), Graphic Design and
Multimedia · (2002 - 2004)

Art and Industry College of Isfahan
Associate of Arts and Sciences (A.A.S.), Computer Science · (2000 - 2002)