

LB | Lukas Bilek

VFX/CG Generalist | rigger | TD

Resume | Curriculum Vitae

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Career Objective

Work as VFX/CG artist, TD, python scripter.
Apply my good sense for EYE - VFX/CG, rigging and modeling.
"I always try to save a lot of hours and money through python scripting."

Work experience

- 2015** POKROK, Prague.
(CG generalist / TD, pipeline TD, render)
- 2014** BFX Competition - The Crimson Sins, Bournemouth.
(Producer, pipeline TD, TD, cloth simulation, render, compositing)
- 2011-2014** University of South Wales, Cardiff.
(Producer, pipeline TD, TD, cloth simulation, render, compositing)
- 2013** Blue Faces, Bratislava.
(Modelling, Rigging)
- 2012** SPAFI animation, Prague.
(3D Generalist, Presentation of VFX, teaching 3D/2D - freelancing)
- 2011** VFX ACE a.s. animation, Prague. Movie: "V perine"
Maya 3D generalist (modeling, lighting, rendering, cameras, animation, python for Maya), Nuke python scripting
- 2010** SLICE BREAD animation, London.
(shader render, Nuke compositor - freelancing)
- 2010** FUNKTION design and branding studio, London.
(3D/2D generalist - freelancing)
- 2009** PAVEL PLATIL Animation Studios a.s.
3D modeling, texturing, rigging, animation, rendering, compositing
(Freelancing)
- TV JOJ - Slovakian production, a.s.
3D modeling, texturing, rigging, animation, rendering
(Freelancing)
- 2006 - 2008** Nuevo studio
3D modeling, texturing, rigging, animation, rendering
- Freelancing
- web designer
 - 3D artist
 - video postproduction
 - motion graphic designer

PASSION



INNOVATION



IDEAS

Skills

Software

Maya	Intermediate	primary
Mudbox	intermediate	primary
Motion	builder beginner	secondary
Eclipse	intermediate	primary
Unfold3D	advanced	primary
After Effects	intermediate	primary
Nuke	intermediate	primary
Premiere Pro	intermediate	primary
Photoshop	advanced	primary
Z-brush	beginner	secondary
Illustrator	advanced	primary

Technical

modeling, rigging, animation, texturing, rendering, compositing, python scripting

Artistic

Drawing, sketching

OS

Windows, Linux

Awards

2013

Nomination as one of The Best CG Artist / Generalist - Glammies
Nominated as one of The Best CG Artist / Generalist from all years.

2005

"Tv Antena" - 3d animation short made at High Art School
Special award of Animofest "2005" in Bratislava, Academy of Animation
(Penguins and beatles are trying to repair broken TV)

Education

2014

UNIVERSITY OF SOUTH WALES, CARIDFF
(Computer animation, Grad Edge - Work Experience Placement)

2012

MUSIC AND MEDIA BUSINESS AND SOCIAL ENTERPRISE SKILLS
by Dr. Zbig Sobiesierski, Cardiff University
(Certificate, creating and managing company)

2010

ONLINE COURSE MAYA RIGGING
by Todd Widup (Creature TD) from ILM/Framerstore.
(rigging-setup body)

2010

ONLINE COURSE MAYA RIGGING
by Jakub Krompolc (Creature TD) from Double Negative.
(rigging, skinning, deform., muscles, python/pymel scripting, proc.rigs.)

2007 - 2009

ACADEMY OF ANIMATION
Learning computer animation, hand drawn animation

2003 - 2007

High Art School
Graphic design, history of art, technology, economy...

Languages

English, Czech, Slovak

Websites

<http://lukasbilek.info>
<http://lbilek.blogspot.com>
<http://https://vimeo.com/lukasbilek>

PASSION

INNOVATION

IDEAS