**David Ronnes** CG Artist

Telephone: +353 8 33561591 LinkedIn: [www.linkedin.com/in/davidronnes](http://www.linkedin.com/in/davidronnes)

E-mail: davidronnes@gmail.com Website: [www.davidronnes.com](http://www.davidronnes.com)

 Artstation: [www.artstation.com/davidronnes](http://www.artstation.com/davidronnes)

**Work Experience**

June 2019 - Current **Senior Set Modeler**

 **“Untitled My Little Pony Movie”** ([My Little Pony Movie](https://www.imdb.com/title/tt10101702/))

Boulder Media (Dublin, Ireland)

* Modeling 3D assets, following the style and overall visual of the concept art

 Responsible for creating environments and props, hard surface and organic modeling.

Mar. 2018 – May 2019 **Junior Set Modeler**

 **“Untitled My Little Pony Movie”** [(My Little Pony Movie](https://www.imdb.com/title/tt10101702/))

Boulder Media (Dublin, Ireland)

Sept. 2016 – April 2020 **Environmental Modeler**

 **“Plot Twist film”** ([www.plottwist-film.com](http://www.plottwist-film.com))

* Modeling 3D assets, following the style and overall visual of the concept art

A project that is coming together through Artella. Working with a team of artists in their personal time to make this project come to fruition.

Nov. 2016 - Nov. 2017 **3D Modeling and Texture Artist**

 **“Talking Tom and Friends” season 2 & 3**

Arx Anima (Vienna, Austria) ([Talking Tom and Friends | Season 3 Episode 11](https://www.youtube.com/watch?v=JRbxtfcqnSY&feature=emb_title))

* Modeling 3D assets, following the style and overall visual of the concept art
* Rigging of assets to be used further in the production pipeline
* Texturing the assets to match the style of the show and what the client requests

Jan. 2017 **3D Modeler**

 IST Austria ([Case Study Video](https://www.youtube.com/watch?v=hwLNbFNI1uk&feature=emb_title))

* Modeling assets for a user study of software to help easily create 3D printed objects with moving parts and the mechanism in one go. It was presented at SIGGRAPH 2017

July 2016 – Aug. 2016 **3D Modeler**

**“Green Harvest”**

The Digital Animation & Visual Effects School

* Modeling a great variation of CG objects to be used in the production pipeline.
* Both Hard Surface and Organic models
* Texturing of CG objects

June 2015 - Aug. 2015 **Motion graphic designer**

 RTL Netherlands

* Redesigning the visual branding of the TV station RTL 7
* Compositing commercials for RTL 5
* Responsible for creating an opening video for national Dutch press
* Managing interns and their tasks

**Education**

Sept. 2015 – Sept. 2016 **The Digital Animation & Visual Effects School**

 VFX production diploma

Sept. 2010 - April 2015 **The Hague University of Applied Sciences**

Bachelor of Science

Minor 3D-Animation and Photography.

**Skills**

* Maya, Modo, Mudbox, ZBrush, Speed Tree
* Substance Painter, Substance Designer, Mari, Photoshop
* Nuke, After Effects, Mocha
* Linux, Macintosh and Windows OS
* Full bilingual English/Dutch (Native), German (basic speaking, writing/reading), French (basic writing/reading)