

ELIAS GLASCH

Character & Environment Modeler / 3D Generalist
Los Angeles, CALIFORNIA

elias@eliasglasch.com

www.eliasglasch.com

574 . 276 . 7049

Skills // Modeling organic and hard surface characters and environments / texturing
Software // ZBrush / Maya / Substance Painter / Photoshop

WORK EXPERIENCE

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| FEB 2018 - PRESENT Los Angeles, CA | BUCK Character Artist [ZBrush, Maya, Substance Painter] |
| FEB 2016 - FEB 2018 Venice, CA | PSYOP Character Artist for VR / AR and commercial projects [ZBrush, Maya, Substance Painter] |
| SEPT 2015 - FEB 2016 Glendale, CA | NICKELODEON Character Artist on unannounced project [ZBrush, Maya] |
| DEC 2014 - SEPT 2015 Los Angeles, CA | LOGAN Modeled and textured organic characters [ZBrush, Maya] |
| FEB 2015 Santa Monica, CA | MPC Modeled and textured environments [ZBrush, Maya] |
| MAY 2014 - FEB 2015 Los Angeles, CA | JOSE ORTIZ DESIGN Modeled and textured organic characters and environments [ZBrush, Maya] |
| JULY 2014 Los Angeles, CA | LOGAN Modeled environments [Maya] |
| JUNE 2014 Los Angeles, CA | KING & COUNTRY Modeled environments [ZBrush] |
| JUNE 2014 Los Angeles, CA | LOGAN Modeled environments [Maya] |
| MAY 2014 Los Angeles, CA | SADDINGTON BAYNES Modeled characters [Maya] |
| MAY 2013 - FEB 2014 Dallas, TX | REEL FX Character Modeler "The Book of Life" - October 2014 Modeled organic characters, props and environments [ZBrush, Maya] Worked closely with departments down the pipeline to solve technical issues |
| MARCH 2013 - APRIL 2013 Culver City, CA | GENTLEMAN SCHOLAR Modeled and textured organic characters and environments [ZBrush, Maya] |
| NOV 2011 - JAN 2013 Los Angeles, CA | JOSE ORTIZ DESIGN Modeled and animated stylized organic human characters [Maya] |
| JAN 2011 - NOV 2011 Minneapolis, MN | AFTERGLOW STUDIOS 3D Generalist [Maya] |
| MAY 2010 - AUG 2010 Boulder, CO | MOXIE SOZO Lead 3D Artist "1,000 Pound Cake" - Eat Pastry All modeling, texturing, rigging, animation, lighting and compositing [Maya] |