

Malachi Bazan

Character Modeler, Animator, App Developer, Web Developer, Composer, Producer, Sound FX and CG FX.

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EXPERIENCE

Go For Launch, CA/AZ — App Developer

2014 - PRESENT

Project: Spaceman Skip And The Nebublobs. Responsible for Coding, Music, Sound FX, Animation and FX.

Dawn Publications, Nevada City, CA — App Developer

2012 - 2014

Project's: ebooks and Book Apps. Responsible for everything from previsualization to release. Coding, animation, sound editing etc.

Sony Online Entertainment, Bellevue, WA — Character Modeler

2007 - 2011

Project: The Agency. Responsible for high and low res modeling, UV layout, texturing and pipeline creation.

FASA, Redmond, WA — Character Modeler

2006 - 2007

Project: Shadowrun. Responsible for high and low res modeling, UV layout, texturing.

The Orphanage, San Francisco, CA — Character Modeler

2006 - 2007

Projects: Night at the Museum and Pulse. Character Modeler: Responsible for modeling, blend shapes, UV layout, texturing and animation corrections.

Omaton Studios, San Clemente, CA — Character Modeler

2004 - 2006

Project: Barnyard the Movie. Responsible for modeling, blend shapes, UV layout and animation corrections. FX Artist: Responsible for grass, Syflex cloth and rope.

SKILLS

Unreal, Unity 3D, Modo, ZBrush, Maya, Softimage, 3D Studio MAX, Adobe Photoshop, Adobe After Effects, Adobe Premiere, C#, Javascript, ZScript, PHP, html, CSS, Logic, Reason, Ableton Live, Native Instruments, Komplete, reaktor, Max-msp and Puredata.

Tristream, Grass Valley, CA — *Web Developer*

1999 -2001

Flash Animation, html, Javascript, Actionsript.

EDUCATION

Vancouver Film School, Vancouver, BC

2001 - 2002

Character Modeler, Animation