

# Ian Wilmoth

## 3d Generalist

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### Ian Wilmoth

[ianwilmoth.tv](http://ianwilmoth.tv)

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### Skills

Maya expert, 20 years plus production experience. Real-Time and rendered. Mid-Level AfterFX. Basic Nuke, Ptrack, Zbrush, Arnold

Pre-Vis, Modelling, Lighting, Animation, VFX, CFX, Mograph, Photoreal 3d integration.

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### Notable Experience

#### **ianwilmoth.tv / Freelance 3d generalist**

2004 - PRESENT, REMOTE/NYC

Freelance 3d and post on over 120 short-form projects for leading NYC and LA based post shops including Method, Imaginary Forces, MPC, Hornet, Brand New School, and Psyop.

Worked with director Jon Watts (MCU) on numerous shorts, TVCs, and music videos.

Independent film work has been featured in Cannes and countless festivals.

Work on Music videos has gone viral and been viewed over 100 million times on Youtube, turned into memes.

#### **Pixelsgarden Post / Lead 3d artist, VFX Supervisor**

2002-2004, HCMC Vietnam

I was the one man 3d motion graphics department / VFX generalist working on over 20 TVCs and other short projects for the Vietnamese market. Pre-vis, keying, roto, integration, 3d modelling, lighting, character animation, VFX, CFX, mograph, on-set VFX supervision. I was active in creating pitches and in-house projects including a stereoscopic 3d animated short and video used in an immersive experiential installation.

#### **Turbine Games (WB Games Boston) / Lead 3d artist**

1994 - 2001, Boston, MA

I was lead 3d artist on the pioneering AAA 3d MMORPG games, Asheron's Call 1 & 2. I created high resolution promotional art, cinematics, and viral animation clips, as well as in-game character animation, and character/ prop / environment / FX art assets.

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### Education

#### **Rhode Island School of Design / BFA**

1994 - 1998, Providence, RI

I created the first 3d CGI animated Degree project in the history of RISD, while simultaneously working on Asheron's Call 1.

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### Talents

Creating 3d assets and performing animation tasks with a high level of artistic ability, while meeting tight deadlines and working with supervision.

Interpreting vague notes into actionable tasks. (Mind Reading)

Problem solving VFX challenges.

Dramatic Lighting.

Minimal ego.