

HASKELL FRIEDMAN

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profile

My professional experience as a Digital Artist has spanned over nineteen prosperous years. Building on a Fine Arts/Graphic Design education, my career in the digital arts began as a Graphic Designer which progressed towards the video game industry working at Artech Studios and later as a Certified Maya Instructor at Alias|Wavefront (now Autodesk). Working at GVFX on the Emmy Nominated TV Series "Total Recall:2070" and "Stargate SG1" pushed my artistic and technical skills even further, paving the way for my first leadership role at SquareUSA (now Square Enix). My responsibilities as the Environment Lead at Tippett Studio for "Matrix Revolutions", senior Shot Final Artist at Walt Disney Animation Studios and senior Lighting & Look Development at Digital Domain served to strengthen my organizational and management expertise. Scream House Games expanded my knowledge in UX/UI and Motion Graphics with the use of prototype tools, wireframes, concepts, storyboarding, and project management software (PMS) for video game, mobile App and website development.



professional experience

- 2012 - Present **Scream House Games**, *Art Director & Game Developer*, Hallandale Beach, FL
Scream House Games is a startup independent game company focusing on the development of adventure horror video games. My responsibilities include: Member-manager, Game Developer, Game Designer, Art Director, UI/UX, Technical Artist, and Project Manager over independent contracted artists
- 2007-2012 **LightHouse Animation**, *Art Director & Lead Artist*, Santa Barbara, CA
Freelance work for local projects
- 2011-2012 **Blue Sky Studios**, *Lighting Technical Director*, Greenwich, CT
"Ice Age:Continental Drift" (2012) - 20th Century Fox Animation
"Epic" (2013), pre-production - 20th Century Fox Animation
- 2010-2011 **Digital Domain**, *Look Development & Senior Lighting Artist*, Venice, CA
"Ender's Game" (2013), Teaser - Summit Entertainment
"Thor" (2011) - Marvel Studios
- 2008-2009 **CafeFX**, *Look Development; Senior Lighting Artist; Texture Painter*, Santa Maria, CA
"The Wizarding World of Harry Potter" (2009), simulation ride - Universal Studios, Orlando
"Halo 3:ODST" (2009) - Cinematic Trailer
"Red Cliff" (2008) - A John Woo Film
- 2004-2007 **Walt Disney Animation Studios**, *Shot Final Artist, Lighting & Compositing*, Burbank, CA
"Meet the Robinsons" (2007) – Walt Disney Company
"Chicken Little" (2005) – Walt Disney Company
- 2004-2004 **ESC Entertainment**, *Lighting & Color Artist; Look Development*, Alameda, CA
"Constantine" (2005) – Warner Brothers
Look development on Gabriel character wings
- 2003-2004 **Rhythm & Hues Studios**, *Lighting & Color Artist*, Marina Del Ray, CA
"Chronicles of Riddick" (2004) - Universal Studios
"Garfield:The Movie" (2004) - 20th Century Fox



professional experience

- 2002-2003 **Tippett Studio**, [Lead Environment Texture Artist; Lighting Artist](#), Berkeley, CA
"Matrix Revolutions" (2003) – Warner Brothers
Texture Artist promoted to Environment Lead for environments; Lighting Artist.
- 2002-2002 **3D Bob Productions**, [Lead Lighting Artist](#), Burbank, CA
"Untitled" - Independent Film
- 2001-2001 **Frozen Films**, [Vfx consultant; Lighting & Compositing](#), Los Angeles, CA
"Pack of Dogs" - Independent AFI Film
- 2001-2001 **Sony Pictures Imageworks**, [Lighting & Color Artist; Lighting & Compositing](#), Culver City, CA
"Stuart Little 2" (2002) - Columbia Pictures
- 1999-2001 **SquareUSA**, [Senior Lighting Artist](#), Honolulu, HI
"Final Fantasy - The Spirits Within" (2001) - *SquareUSA/Sony Pictures Production*
Lead Lighter for a couple of sequences
- 1998-1999 **GVFX (Gajdecki Visual Effects)**, [Digital Artist](#), Toronto, Canada
"Total Recall:2070", Emmy nominated television series - Showtime
"Stargate SG1", television series - Showtime
"Must be Santa", movie of the week - CBS Productions
"TimeShifters", movie of the week - TBS/Pebblehut Productions
"Relic Hunter", television series - Firecorp. VI/Productions
"On Guard", Short Foreign Feature Film
Responsibilities included: motion capture, camera match move, compositing, modeling, animation, texturing, shading, onset green screen prep work
- 1997-1998 **Alias|Wavefront Software Company**, [Maya Instructor & Technical Support Specialist](#), Toronto
Certified Maya Instructor; contributor to *Learning Maya* book and *The Light & Rendering* curriculum courseware; Technical Support Specialist for software applications and troubleshooting for clients
- 1996-1997 **Artech Studios**, [Digital Artist](#), Toronto, Canada
Responsibilities: UI, lighting, modeling, shading, texturing, motion capture for the video game titles:
"Celtica" - H+A
"Oblivion/ArA" - H+A
- 1995-1996 **Compumercial Communications**, [Digital Artist / Graphic Designer](#), Toronto, Canada
- 1992-1992 **Spy Films**, [NYU Production Internship](#), New York, NY



education

- 1993 - 1995 **Seneca College**, [Diploma: Computer Graphics Illustration & Animation](#), Toronto, Canada
- 1989 - 1992 **University of Western Ontario**, [Bachelor of Arts, Sociology](#), London, Canada
Complementary courses in fine arts and computer programming
- 1988 - 1988 **Concordia University**, [Fine Arts](#), Montreal, Canada
Courses included various techniques in drawing and painting
- 1986 - 1988 **Vanier College**, [Diploma: Creative Arts \(Honors\)](#), Montreal, Canada
Curriculum that included fine arts and visual arts courses



professional development

- 2007 - 2007 **Gnomon School of Visual Effects**, [zBrush for Anatomy](#), Los Angeles, CA
Learning how to use zBrush Software for character development
- 2007 - 2007 **Los Angeles Academy of Figurative Art**, [Ecorche/Anatomy Sculpting](#), Los Angeles, CA
Course to add to my skills; practical sculpturing of a human figure starting with skeleton frame and building upon layers of musculature with a final skin covering
- 2007 - 2007 **Santa Barbara City College**, [Flash Animation](#), Santa Barbara, CA
- 2006 - 2006 **Gnomon School of Visual Effects**, [Environments for Games](#), Los Angeles, CA
Fantastic intensive course using Maya software to model and texture for video games
- 1998 - 1998 **Ryerson University**, [Cinematography](#), Toronto, Canada
Week-long intensive practical course on "Lighting for Film" including set locations
- 1994 - 1995 **University of Toronto**, [Certificates: Alias Studio Software](#), Toronto, Canada
Two intensive summer long programs geared towards learning Alias Studio Software
- 1993 - 1993 **Dawson College**, [Graphic Design](#), Montreal, Canada
Continuing Education courses focused on Graphic Design & Desktop Publishing
- 1992 - 1992 **Institute of Communication Arts**, [Computer Animation & Video Applications](#), Vancouver, Canada
Summer program incorporating video and computer animation techniques
- 1992 - 1992 **School of Visual Arts**, [Graphic Design & Creative Advertising](#), New York, NY
Summer creative advertising courses



technical skills

Software:

Maya	3D Studio	XSI	zBrush	Mudbox	Nuke/Shake	OnyxTree	Vue
Renderman	Clarisse iFX	Arnold	Vray	Cinema4D	X Normals	HDR Light	Rapidweaver
Unity3D	Unreal	C	Mel	Python	Javascript	Smartsheet	Excel
Axure	CSS3/HTML5	Protio.io	Balsamiq	JustInMind	Storyboard Pro	Kaban	PMS
Adobe CC	Photoshop	Corel Draw	GoVisually	Lucid Chart	Sketch Pro	After Effects	Marqueed
InVision	3D Equalizer	Shake	Premiere	Kinect Mocap	World Builder	Manga Studio	Real Flow

Memberships:

Visual Effects Society (VES)	The Animation Guild, Local 839	Autodesk Beta Program	HDR Light Studio Beta Program
Solidangle Arnold Beta Program	Clarisse iFX Beta Program	Assoc Med Illustrators	

Languages:

English (Fluent)	French (Intermediate)	Spanish (Beginner)
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interests & activities

Photography	Kinetic Mocap System	Painting	Woodworking	HDRi
Photogrammetry	Technology	Matte Painting	Cabinetry	Home Renovations

Past Film Highlights:

