

# 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 technical artist & look development artist at Digital Domain served to strengthen my organizational and management expertise. Scream House Games expanded my knowledge in UX/UI design, Unity3d development, motion graphics and social media campaigns with the use of prototype tools, wireframes, concepts, storyboarding, social media software and project management software (PMS) for marketing, commercials, video game development, mobile app development 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 design, Technical Artist, and Project Manager over independent contracted artists and social media campaigns
- 2007-2012      **LightHouse Animation**, *Art Director & Lead Artist*, Santa Barbara, CA  
Freelance work for local projects
- 2011-2012      **Blue Sky Studios**, *Technical Artist*, 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 Technical Artist*, Venice, CA  
"Ender's Game" (2013), Teaser - Summit Entertainment  
"Thor" (2011) - Marvel Studios
- 2008-2009      **CafeFX**, *Look Development; Senior Technical 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**, *Technical Artist; Look Development*, Alameda, CA  
"Constantine" (2005) – Warner Brothers  
Look development on Gabriel character wings
- 2003-2004      **Rhythm & Hues Studios**, *Technical Artist*, Marina Del Ray, CA  
"Chronicles of Riddick" (2004) - Universal Studios  
"Garfield:The Movie" (2004) - 20th Century Fox



## professional experience

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- 2002-2003 **Tippett Studio**, [Lead Environment Texture Artist](#); [Technical Artist](#), Berkeley, CA  
"Matrix Revolutions" (2003) – Warner Brothers  
Texture Artist promoted to Environment Lead for environments; Lighting Artist.
- 2002-2002 **3D Bob Productions**, [Lead Technical 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**, [Technical Artist](#); [Lighting & Compositing](#), Culver City, CA  
"Stuart Little 2" (2002) - Columbia Pictures
- 1999-2001 **SquareUSA**, [Senior Technical 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

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- 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:

<a href="#">Maya</a>	<a href="#">3D Studio</a>	<a href="#">XSI</a>	<a href="#">zBrush</a>	<a href="#">Mudbox</a>	<a href="#">Nuke</a>	<a href="#">OnyxTree</a>	<a href="#">Vue</a>
<a href="#">Renderman</a>	<a href="#">ClarisseiFX</a>	<a href="#">Arnold</a>	<a href="#">Vray</a>	<a href="#">Cinema4D</a>	<a href="#">Mental Ray</a>	<a href="#">HDR LT Studio</a>	<a href="#">Rapidweaver</a>
<a href="#">Unity3D</a>	<a href="#">Unreal</a>	C/C#	Mel	Python	Javascript	<a href="#">Smartsheet</a>	<a href="#">Excel</a>
<a href="#">Axure</a>	CSS3/HTML5	<a href="#">Protio.io</a>	<a href="#">Balsamiq</a>	<a href="#">JustInMind</a>	<a href="#">Storyboard Pro</a>	<a href="#">Kaban Flow</a>	PMS
<a href="#">Adobe Cloud</a>	<a href="#">Photoshop</a>	<a href="#">Corel Draw</a>	<a href="#">GoVisually</a>	<a href="#">Lucid Chart</a>	<a href="#">Sketchbook Pro</a>	<a href="#">After Effects</a>	<a href="#">Marqueed</a>
<a href="#">InVision</a>	<a href="#">3D Equalizer</a>	<a href="#">Mocha</a>	<a href="#">Premiere</a>	<a href="#">Kinect Mocap</a>	<a href="#">World Builder</a>	<a href="#">Manga Studio</a>	<a href="#">Real Flow</a>
<a href="#">Hootsuite</a>	<a href="#">Sprout social</a>	<a href="#">Rignite</a>	<a href="#">Buffer</a>	<a href="#">IFTTT</a>	<a href="#">123D Catch</a>	<a href="#">Adobe Mrk Cld</a>	<a href="#">Final Cut Pro</a>

### 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	