

# HASKELL FRIEDMAN

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## profile

My career spans over 20 years working in the vfx, animation and video game industries. I was fortunate to have been employed at such innovative companies as Walt Disney Animation Studios, Blue Sky Studios, Digital Domain, and Sony Pictures Imageworks. Using both proprietary and mainstream software, I have gained valuable production knowledge and experience working on a variety of pipelines. Responsibilities in Project Management, Art Direction, Game Design, Texture Painting, Environments, Lighting and Look Development have all elevated my creative skills while complementing my technical expertise. Currently, I create & develop immersive interactive 3D content for industries that require Virtual Reality and Augmented Reality experiences using the latest game engine technology.



## professional experience

- 2015 - Present      **Haskell 3D**, *Art Director, Lead Artist, Game Designer*, Hallandale Beach, FL  
Previous Clients:  
**Falcon's Digital Media**, *Look Development & Senior Lighting Artist*, Orlando, FL  
"The Avengers: Battle of Ultron - Dark Ride" (2016) - Ilyas & Mustafa Galadari Group  
"The Lost Valley - Theme park attraction" (2016) - IMG Worlds of Adventure  
"Other high profile guest experiences" (2016) - IMG Worlds of Adventure
- 2012 - Present      **Scream House Games LLC**, *Art Director, Game Developer, Game Designer*, Hallandale Beach, FL  
Scream House Games is a startup independent video game company focusing on the development of survival adventure horror games.  
"Murder Castle" (2017) - Pre-production phase
- 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 Forbidden Journey" (2009), Harry Potter dark 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



## professional experience

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- 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
- 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**, *Sequence Lighting Lead, 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
- 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  
"Celtica" - H+A  
"Oblivion/ArA" - H+A



## 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  
Including courses in fine arts and computer programming
- 1988 - 1988      **Concordia University**, *Fine Arts*, Montreal, Canada  
Including various techniques in drawing and painting
- 1986 - 1988      **Vanier College**, *Diploma, Creative Arts (Honors)*, Montreal, Canada  
Including fine arts and visual arts courses

## professional development

2016 - 2016	<b>Game Art Institute</b> , <a href="#">Realtime Visualization in Unreal Engine 4</a> Course focuses on real-time workflows for architecture, games and virtual reality
2015 - 2016	<b>Florida Real Estate Associate License</b>
2007 - 2007	<b>Gnomon School of Visual Effects</b> , <a href="#">zBrush for Anatomy</a> , Los Angeles, CA Course emphasising character development using zBrush Software
2007 - 2007	<b>Los Angeles Academy of Figurative Art</b> , <a href="#">Ecorche/Anatomy Sculpting</a> , Los Angeles, CA Practical sculpturing of the human figure
2006 - 2006	<b>Gnomon School of Visual Effects</b> , <a href="#">Environments for Games</a> , Los Angeles, CA Fantastic intensive course using Maya software to model and texture video game assets
1998 - 1998	<b>Ryerson University</b> , <a href="#">Cinematography</a> , Toronto, Canada Week-long intensive practical course on "Lighting for Film" including set locations
1994 - 1995	<b>University of Toronto</b> , <a href="#">Certificates: Alias Studio Software</a> , Toronto, Canada Two intensive summer long programs geared towards learning Alias Studio Software
1993 - 1993	<b>Dawson College</b> , <a href="#">Graphic Design</a> , Montreal, Canada Continuing Education courses focused on Graphic Design & Desktop Publishing
1992 - 1992	<b>School of Visual Arts</b> , <a href="#">Graphic Design &amp; Creative Advertising</a> , New York, NY Summer creative advertising courses

## technical skills

### Software:

Unreal	Unity	zBrush	Substance Painter	Substance Designer	Samsung GearVR	Oculus	Autodesk Stingray
Maya	3DS Max	Mudbox	Marvelous Designer	Mari	Quixel Suite	Headus UV Layout	TopoGun
Vray	Clarisse iFX	Renderman	Arnold Renderer	HDR Light Studio	Nuke / Shake	VUE & World Builder	Autodesk Softimage
Photoshop	After Effects	Premiere	Manga Studio	Sketch Pro	Storyboard Pro	Autodesk 123D Catch	C, Python, Mel Scripting
Axure	Protio.io	InVision	GoVisually	Lucid Chart	Balsamiq	JustInMind	Excel
Autodesk Shotgun	OnTime Axosoft	Teamwork Project Mngmt	Trello	Hootsuite	Repidweaver Website Builder	Marqueed	Smartsheet

### Professional 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      National Association of Realtors

# Professional Experience\*



## Software\*



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