

Gillian Mantchev

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SKILLS

Time management
Organization
Traditional Art
Compositing

Strong Communication
Attention to Detail
Animation
Motion Capture

Team Player
Team Management
3D Modeling

SOFTWARE

Autodesk Maya
MS Office
Autodesk Mudbox

Photoshop
ARC Gis
Aspera

After Effects
Perforce

Nuke
Zbrush

EXPERIENCE

Aechelon Technology, San Francisco

3D Production Lead

OCT 2015 - PRESENT

- Serve as direct report and manager for a team of employees.
- Work with a team of artists to create parts of the world for military training and simulation.
- Train production assistants on features and proprietary software.
- QA work with focus on flight performance and realism.
- Integral part of pre-production, production, and post production with research and planning.
- Work with planning to streamline processes and coordinate to reach deadlines.

3D Production Assistant

OCT 2012 - OCT 2015

- Used proprietary software, ARC GIS, and Photoshop to create 3D environments for simulation.
- Create vector work in ARC to create highways, powerlines, and railroads.
- Use in-house and off the shelf tools to create special effects, car traffic lighting, ocean waves.

DuMonde Visual Effects, New Orleans

Input/Output Data Wrangler

OCT 2011 - DEC 2011

- Credited on 21 Jump Street.
- Corrected plates coming in and shots going out.
- Used in-house scripts to prepare footage for compositing

EDUCATION

Ex'pression College, Emeryville, CA - *Bachelor of Applied Science, Animation and Visual Effects*

OCT 2008 - JUNE 2011

Graduated Valedictorian.

References available on request.