

Gabe Munn Magill
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PROFILE

A creative, goal-oriented person experienced in 2D layout drawing and 3D asset building using Maya and other software. Thriving imagination, strong artistic talent with special interest and ability in environmental modeling. Team player combining solid interpersonal, communication and problem solving skills. Shows leadership ability in a team setting working toward deadlines.

WORK EXPERIENCE

3D Modeler/Surfacing Artist **February 2014 - Present**
Awesome Town Entertainment
Currently working on a feature length kids movie

3D Modeler **May 2015 - September 2015**
Arc Productions
Worked on the Television series 'Rusty Rivets' as a set modeler

3D Generalist **December 2013 - February 2014**
Modus FX
Worked on VFX for the show 'Strip the City Series Two'

3D Generalist/Animator/Storyboard Artist **March 2013 - August 2013**
Mark Animation
Working in various departments on two animated TV shows and their counterpart iPad games.
Duties included: asset development (modeling, texturing, rigging), 3D layout and storyboarding and animation

3D Generalist **May 2012 - August 2012**
Keyframe Digital Productions Inc
Was the entire 3D department for Toronto, working on TV and film productions such as: Warehouse 13, Lost Girl, Haunter and XIII
Duties included, but were not limited to: modeling, texturing, surfacing, rigging, animation, particle effects, lighting, rendering

Texture Artist/3D Modeler **December 2011 – May 2012**
Soho VFX
Did texture and modeling work on Jack the Giant Slayer and Abraham Lincoln: Vampire Hunter

EDUCATION

Diploma in Animation, Seneca College, 2008
Toronto, Ontario. Canada