

# Richard Levene

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## Gender

Male

## Nationality

British

## Age

26

## Objectives

To work hard and give myself the best opportunities possible within the industry, with the aim of working on award winning projects.

## Work Experience

### Oct(07) - Present

Recom Farmhouse

London Fields, LONDON

Director of Technical/Creative Operations. Creating high resolution stills for advertising sector. Leading the team, organising assets, training junior artists, writing job estimations.

### Feb(09) – Mar(09)

FXPHD – Special Ops

Remotely

3D Artist providing a number of shots for television program Red Dwarf. Work included projections of 3d matte paintings, animating and lighting the spacecraft as well as texturing, rigging and lighting digital characters.

### July(08) – 2 Weeks

Recom

Stuttgart, GERMANY

Created high resolution full CG image for Swiss advertising agency. Modeling, texturing, shading, lighting and rendering artist

### Feb(08) – Mar(08)

Escape Studios

Shepherds Bush, LONDON

Roto and paint artist, working on close-ups of hero character in Dark Knight.

### July(07) – Sept(07)

N.O.R.A.

Hackney, LONDON

Independent short film, screened at London Film Festival (Oct 29<sup>th</sup> 2007)  
Lead 3D lighting & rendering artist.

## Skills & Interests

- Maya; Mental Ray; Vray; Nuke; Photoshop

As Director of Technical/Creative Operations at Recom Farmhouse I am responsible for leading a team of artists, developing and optimising the pipeline as well as delivering high level assets for final art.

I understand and am confident with the creation of photo real 3D imagery, with experience in Maya and Mental Ray. I am also well versed in the the principal concepts of compositing: Roto-scoping, rig-removal, green/blue screen keying, colour correction and multi pass compositing.

I am a very creative person and believe that my interests in art and technology help bring out my ideas into visual pieces. My favourite artistic movement is 'futurism' and I take inspiration from the work of Boccioni and Balla and how they visualised the unseen with relation to expressing movement and the dynamics of man made and natural forms.

## Education

**Oct(06) – Mar(07)** Escape Studios Shepherds Bush, LONDON

- Digital Compositing, VFX Comprehensive

**2003 – 2006** UCCA Rochester Rochester, KENT

**BA (Hons) Degree:**

- Digital 3D Design

**1993 – 2003** Chigwell School Chigwell, ESSEX

**3 A-Level grades obtained:**

- Art, Computing, Economics

**9 GCSE grades obtained including:**

- English Literature, English Language, Mathematics, Art & Design, Design & Technology, Geography, French, Science