

GJ PELCZAR

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EXPERIENCE

Self Employed — *Freelance Video Production / 3D Modeling*

2017 - PRESENT

Creating work for various clients including music videos, illustration, 3D, design, and more.

Uncommon Goods — *Production Assistant*

NOVEMBER- DECEMBER 2022 / NOVEMBER - DECEMBER 2023

Created various graphic design assets for personalized items such as glassware, physical artwork, ornaments, and other gifts.

King's Ransom Media — *Junior Compositor*

AUGUST 2022 - AUGUST 2023

Worked with other compositors on varying shots in all aspects of the visual effects pipeline, including rotoscoping, tracking, keying, color and more.

R/GA — *Junior Animator and Content Creator*

JUNE 2021 - JUNE 2022

Worked with various clients, from various top tech and creative companies, to create motion graphics, 3D, VFX and more.

Iron Circus Comics — *Comic Colorist*

JUNE 2019 - PRESENT

Coloring comic pages of *Softies* by Kyle Smeallie.

Beastieball — *Character Designer*

FEBRUARY 2022 - MARCH 2022

Produced character design work for the upcoming sports RPG.

EDUCATION

School of Visual Arts — *BFA Computer Art, Computer Animation & VFX*

2017 - 2021

Enhanced Chairman's Merit Award Scholarship - Visual Effects Focus

SKILLS

Adobe Creative Suite, The Foundry's Nuke, Davinci Resolve, Blackmagic Fusion, Autodesk Maya, Blender, Mudbox, ZBrush, Cinema 4D, Substance Painter, Houdini, Python, Dragonframe, Unity, Unreal Engine 4, Adventure Game Studio, Painting, Animation (2D/3D/Stop Motion), Puppet Building, Sculpting, 3D Modeling, Compositing, Motion Graphics, Creative Writing, Microsoft Office

ACCOLADES

BALLAD OF YUKA (2021), short film: *Audience Award* — Las Vegas Queer Arts 2021 | *Outstanding Achievement* — SVA Computer Art 2021 | *Golden Reel Award* — Shockfest Film Festival 2022 | *SFC Accreditation* — Festival de Cannes 2022