

Alfonso Villar

Senior Matte Painter
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PROFESSIONAL EXPERIENCE

Visual Concepts Entertainment Novato, CA 2017 - Present

Senior Environment Artist (Gaming)

- Responsible for the creation of environments, architecture, props, concept design, modeling, textures and testing models in game engine.
- As a senior artist, I work closely with the Environment Lead as well as the Art Director to ensure consistency and accuracy of style, color palette, etc.

Digital Domain Vancouver, Canada 2016 – 2017

Senior Matte Painter/Environment Artist (Film)

- Responsible for the creation of set extensions and background paintings 2D/Matte Painting.
- Responsible for the creation of 3d models, textures and renders as needed for matte painting.
- I work closely with the Matte Painting Supervisor, CG Supervisor, Environment Supervisor, compositors and lighters.
- The Fast And Furious 8 (Life Action)

Sony Pictures Imageworks Vancouver, Canada 2015 – 2016

Senior Matte Painter (Film)

- Responsible for the creation of set extensions and background paintings 2D/Matte Painting.
- I work closely with the Matte Painting Supervisor, CG Supervisor, compositors and lighters.
- Hotel Transylvania II (Animated Feature) – Angry Birds (Animated Feature) – Storks (Animated Feature)

Activision San Diego, CA 2013 - 2014

Senior Environment Artist (Gaming)

- Responsible for the creation of environments, architecture, props, conceptual design, modeling, texturing and testing models in game engine.
- As a Senior Artist, I worked closely with the Lead Environmental Artist and Art Director to ensure consistency and accuracy of style, color palette, etc.

Hydraulx Studios Vancouver, Canada 2012 – 2013

Matte Painter (Film)

- Responsible for creating set extension 2D/Matte Painting.
- I work closely with the VFX Supervisor and CG Supervisor.
- Escape Plan 2(Live Action) – Plus One (Live Action)

Method Studios Vancouver, Canada 2011 – 2012

Senior Modeler/Matte Painter (Film)

- Responsible for creating 3D models, textures, lighting, render passes as well as camera projections and matte painting.
- I worked closely with the VFX Supervisor, CG Supervisor as well as the Matte painting and Compositing team.
- Cloud Atlas, worked on a matte painting – GI Joe II, modeling and texturing and matte painting.
- Journey II: The Mysterious Island, created environments/landscape.

ImageMovers Digital Novato, CA 2008 – 2010

CG Generalist (Film)

- Designed and created 3D models and textures to be used for the preproduction presentations to the Film Director
- Collaborated with the Modeling Department creating models plus UVs that are production ready.
- A Christmas Carol, matte painting, created textures and projection mapping for specific scenes.
- Mars Needs Moms, design, modeling, UVs and matte painting.
- Yellow Submarine, design and creation of 3D models.

COMPUTER PROFICIENCY

Maya ZBrush Substance Painter Photoshop Linux