RAK TAFARODI   modeler , surfacer , sculptor

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Website: http://www.stonelightstudios.com/

EXPERIENCE

AUG 2023- JUNE 2025

DARK SLOPE STUDIOS
TORONTO
CREATURE MODELING . SURFACING

Worked on the META VR Projects: **"Dino Hab" and "The Deep"** Character modeling and texturing

MAYA, ZBRUSH, SUBSTANCE PAINTER, UNREAL ENGINE

JULY 2021- FEB 2023

COMPANY3 ANIMATION
TORONTO
CHARACTER MODELING LEAD

Worked on the Disney+ streaming CG-animated series **"Marvel: What If"** Character modeling and technically reviewing and co-ordinating the modeling work of a remote crew and imported assets. Ensuring all meshes and assets comform to the production requirements and style.

MAYA, ZBRUSH

JULY 2017- JUNE 2021

JAMFILLED ENTERTAINMENT
TORONTO
SENIOR MODELER and SURFACER

Worked on the CG-animated series **"Rusty Rivets"** , **"Dino Ranch"** , **"A Tale Dark and Grimm"** Spent half my time modeling and the rest surfacing.

MAYA, ZBRUSH, MARI, SUBSTANCE PAINTER

SEPT 2016- JULY 2017

AWESOMETOWN ENTERTAINMENT
TORONTO
SENIOR MODELER and SURFACER

Worked on the CG-animated features **"Elliot the Littlest Reindeer"** and **"Ice Princess Lily"** Did Z-Brush character sculpting, then moved on to Fur Texturing and grooming, and general surfacing.

MAYA, ZBRUSH, MARI, PHOTOSHOP

JULY 2008- AUG 2016

ARC PRODUCTIONS
TORONTO
SENIOR MODELER and SURFACER

All manner of character, set, environment and prop modeling and surfacing/texturing.
  Feature film credits: **"Gnomeo and Juliet", "Dolphin Tales", "Blazing Samuraii".**
  Other credits include: **Rage cinematic,   Halo4:Forward Unto Dawn, Thomas and Friends,   Matt Hatter Chronicles,   Barbie:Life in the Dreamhouse,   The Simpsons:"Condiments" sequence,   Lego: Maximum Overload, Barbie:Pony Tales,   Disney Planes,   Ice Age: Eggscapade,   Barbie: The great Puppy Adveture .**

MAYA, ZBRUSH, MUDBOX, MARI, BODYPAINT, PHOTOSHOP

JUNE 2007- JULY 2008	**RAINMAKER ENTERTAINMENT** VANCOUVER, BC LEAD CHARACTER MODELER , MAQUETTE SCULPTOR Feature film credit: **"Escape from Planet Earth"**
MAY 2006- JUNE 2007	**VANGUARD FILM AND ANIMATION** VANCOUVER, BC CHARACTER MODELER Feature film credit: **"Space Chimps"**
JAN 2006- MAY 2007	**DISNEY FEATURE ANIMATION/ CIRCLE SEVEN STUDIOS** LOS ANGELES MODELER Hired as a modeler on **TOY STORY 3**, just before the project was cancelled. Did some facial shape modeling for **Disney Toonz**.
AUG 2003- NOV 2005	**CORE FEATURE ANIMATION** TORONTO CHARACTER MODELER, FEATHER SHADER GROOMING Feature film credit: **"The Wild"** HOUDINI, MAYA, DEEP PAINT

MAY 1995- AUG 2003	**MAINFRAME ENTERTAINMENT**
	VANCOUVER, BC
	      After animating for a season and a half on **Reboot** and **Beast Wars**, I become a **Modeling Supervisor** in 1997, for various tv series
	Planets, Beast Machines, Action Mann, Barbie, and MTV's Spiderman.
	      Supervising involved organizing the tasks of the modeling crews of 12 to 16 people, checking and archiving their work to ensure clean, light, production-friendly models, coming up with methodologies that met the needs of the animation crews, communicating the needs of the client to the crews, and dealing with production glitches involving the models.
	      During my time at Mainframe I have probably modeled at least 50 characters. I am very experienced with spline and polygon modeling, texturing, rigging, and making facial expression and phoneme shapes.

1984-1994	**SCULPTOR** TORONTO During this time I worked as a sculptor in Toronto in various places. I created sculptures for plaster casting and giftware manufacturers. I did mascot costume making. I did work for the film/tv business through prop-making, special FX, and make-up prosthetics.Some productions I was involved in include "Captain Powers", "Twilight Zone", and "Maniac Mansions".

EDUCATION

1994-1995   **SHERIDAN COLLEGE COMPUTER ANIMATION PROGRAM**
Winner- CityTV scholarship prize

1980-1984   **ONTARIO COLLEGE OF ART**
FINE ARTS PROGRAM

Specialtization- Sculpture