

Gilbert R. Monserrate

3D SCULPTOR / ANIMATOR / BOOK ILLUSTRATOR

url: <http://www.youtube.com/gilbertos3D>

<http://gilbertmonserrate.wix.com/gilbertos3dneo>

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SKILLS ACQUIRED:

Team Lead-3D Modeling	3D Animation Supervisor
CEL Animator / 3D Animator	Video Games Artist
3D Modeler	3D & Clay Sculptor
3D Architectural modeling / renderer	Compositor
Texturing and Rigging	Character / Environment Designer
Comics and Book Illustrator / Storyboard	

SOFTWARE SKILLS:

3D Max	Maya
Sculptris Alpha 6	Aftereffects
Photoshop	
Illustrator	
Unigene	Premiere
Facegen	

TRAININGS and SEMINARS

- **In-Betweeners (I/B)** - May 1988 – June 1988
Training in Fil-Cartoons under Zaldy Zuno
- **Animator (CEL)** - Nov 1988 – Nov 1989
Training in Fil-Cartoons under Achu So
- **3D Max R2** - May 1997
Training in Imagineasia under Ted Boardman (tbdesign)
- **Softimage** - June 1997
Training in Imagineasia under Brian Raush

WORK EXPERIENCE

IN-HOUSE JOBS

- ♦ **David Evans , London/ Freelance Book Illustrator and 3D Animator** Apr, 2016 – present
Job scopes pencil drawing of British writer's script and then work on Illustrator for the character's

Outlines and then color in Photoshop. Currently working on the second book. Also doing the 3D short films of the books. Job scopes storyboarding/animatics , character model sheets, 3D model, rigging, 3D animation and final comp. Did most of the character designs.

- ♦ **MCMM, MOA, Philippines, Senior 3D animator / modeler**

Job scopes doing 3D game assets (hi-res) including architectural and organic using 3D Max and Maya. Texturing and UV unwrapping using Photoshop, Unfold 3D and Crazybump. Game-ready assets were integrated in Unigine.

Dec, 2011 – Aug, 2012

- ♦ **Liaise Design Studio, Bahrain / 3D animator**

Job scopes 3D modeling, animation and motion graphics for company branding, events and web content. Softwares in production; Maya, 3D Max, After Effects, Premiere and Photoshop.

Nov 2010 – May 2011

- ♦ **Creativesasia, Manila/Singapore/ team lead / supervisor**

Team lead / supervisor for 3D modeling / animation, character design, motion graphics, TV ads, etc...Servicing clients from ESPN, National Geographic and Singapore-based production houses...occasional projects done in Singapore studio. We produced 3D assets for the Singapore army training simulation. In 2005, involved in visual presentation of Changi (Singapore) airport.

Job scope includes 3D animation checking, team members' job supervision and regular evaluation , project development reports , project timelines ,often times hands-on project doing 3D animation, character design / model packs and storyboarding.

Dec. 2004 – Oct, 2007

- ♦ **TM Digital, Manila / 3D animator/modeler**

Computer graphics artist / animator. Servicing mostly Japanese Manga characters. Layer coloring of Japanese cartoon characters using Photoshop 7.0 (w/ stylus). Low-poly 3D modeling for video games using 3D Max 7.0.

April. 2004 – Dec. 2004

- ♦ **LARO , Manila /supervisor / lead animator**

Lead Animator / Supervisor in this Japan-based animation studio servicing 3D animations for PS II. With games ranging from Smack Down (wrestling), baseball, etc... Job scope ranges purely on using 3D Max's biped. I supervise 3D animators in their training for Japanese "standard" 3D animations.

Jan. 2004 – 2004

- ♦ **IMAGINEASIA, Manila /artist / 3D animation trainee**

American-owned studio, training in various 3D softwares, including 3D Max under Ted Boardman. Concept / character design and pre-prod job in the Ramayana 3D production.

1997 -1999

- ♦ **PHIL. ANIMATION STUDIO, INC. Manila / animator**

Animator / key framing (CEL ANIMATION)

Jun. 1990 – Feb. 1991 *Traditional 2D*

worked as 2D Animator using pencils and lightbox. I did action 'keyframes' for animated T.V. shows like YOGI BEAR, SMURFS, X-MEN, and many more titles from international T.V. productions.

- ◆ **FIL-CARTOONS, INC. ,Manila /animator** 1988 - 1990
(An affiliated studio by **Hanna-Barbera**)
Traditional 2D Animator / key framing (CEL ANIMATION)
Started my training in 2D CEL animation and 'in-betweening'. We were action drawings for T.V. with 24 drawings per second. As an Animator, I was responsible for doing KEYFRAMES , main points of any action. Afterwards, my drawings were sent to the In-betweener to draw the necessary images "in-between" my "keyframes". This is such for the "flow of action" in animation to be smooth, not 'jerking' and to be believable.

WORK EXPERIENCE

FREELANCE JOBS

- ◆ **O2 Design Studio, Bahrain/freelancer** June2011 – July2011
Freelance work doing 3D models for advertising stills for Batelco.
Softwares used are 3D Max, Photoshop and Face Gen.
- ◆ **Talking Pictures, Bahrain/freelancer** May2011
Freelance work doing storyboards (freehand drawings + Photoshop)
for Bahrain TV.
- ◆ **O2 Design Studio, Bahrain/freelancer** May2011
Freelance work doing storyboards (freehand drawings + Photoshop)
for Batelco.
- ◆ **Suspended Animation Media, Manila / freelance** Apr2010 – Oct2010
Job scopes 3D modeling, texturing, rigging and animation for low-poly game assets for Singapore-based client. Softwares in production; Maya, 3D Max and Photoshop.
- ◆ **Underground Logic, Manila /freelancer** Feb2009 – Mar2009
3D animation of Tropicana juice drink T.V. commercial ad. Softwares used: 3D Max and After Effects.
- ◆ **O2 Design Studio, Bahrain/freelancer** Jul2008 – Sept2008
Worked as cel animator for Dubai Municipality client, also did compositing in AE
- ◆ **Underground Logic, Manila /freelancer** Aug2007 – Sept2007
3D animation of a famous Phil. Food chain: Jollibee T.V. commercial ad. Softwares used: 3D Max and After Effects.

- ◆ **Geebo / Pixelworx, Singapore/ freelancer / supervisor** Feb2007 – May2007
Animation supervisor for a Singapore based MTV production 'Free Radicalz Music Video'. Job scopes 3D animation checking and over-all supervisor up to final compositing .Softwares used: Maya and After Effects.
- ◆ **Underground Logic, Manila/freelancer** Jan2007 – Mar2007
3D animation of a coffee product: Great Taste Coffee T.V. commercial ad. Softwares used: Maya 7.0 and After Effects.
- ◆ **Imaginary Friends, Manila /freelancer** Oct2006 – Dec2006
3D / compositor, credited for 3D animations/VFX for "EntengKabisote 3", 2006 Manila Film Fest entry. Job scopes 3D modeling, 3D animation and compositing. Softwares used: Maya 7.0, After Effects, Premiere and Photoshop CS.