

Zachary Rubins

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Profile

I am a passionate, motivated, and highly experienced CG artist based in New York City, who loves the challenge of bringing ideas to life. With a decade of experience working on a variety of unique projects, from Super Bowl spots to Pepsi ad campaigns, I value my ability to be both a spirited team player and a goal-driven self-starter.

Experience

WWE - Freelance 3D Generalist — August 2018 - April 2020

Contribute to all aspects of the cg pipeline to produce on-air graphics for WWE events. These events include Super Show-Down, Crown Jewel, Evolution, and Wrestlemania.

Lilo Social - Freelance 3D Generalist — June 2018 - July 2018

Created and animated a couple characters for a Snapchat AR Lens.

Gentleman Scholar - Freelance 3D Generalist — March 2018 - May 2018, June 2018

Contributed various tasks within the 3D pipeline for Target, Verizon, and Google ads.

R/GA - Freelance 3D Generalist — May 2018 - June 2018

Contributed animation, texturing, and lighting for Disney and Samsung ads on Youtube and Instagram.

Spontaneous - Freelance 3D Generalist — Feb 2018 - March 2018

Contributed animation and lighting for various Maybelline commercials.

Quietman - Lead CG Artist — 2015 - 2018

Responsible for various tasks within the 3D pipeline for nationally known brands that include Pepsi, JBL, Nissan, BMW, M&M's, Hewlett Packard, Brisk, EmergenC, and Charles Schwab.

Work closely with extremely talented creative directors and designers to create dynamic VFX content for TV and online programming.

Supervise team of 3D artists during production.

Quietman - 3D Generalist — 2010 - 2015

Created VFX for TV commercials for widely known brands that include Hasbro, Lysol, Air Wick, Gillette, Lego, Beneful, and Newsday.

Skills

Software

Modeling, Texturing, Lighting, Animating, Rigging, Tracking, Compositing

Maya, C4D, V-Ray, Octane, After Effects, Nuke, Photoshop, Illustrator, PFTrack

Education

Syracuse University, Syracuse, NY — BFA, Computer Art, Cum Laude, May 2009