# ETHAN GOFF.

ENVIRONMENTS
MATTE PAINTING
CONCEPT ART

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## PROFILE
Los Angeles based 3D Generalist specializing in Environment Design and Matte Painting.

## SUMMARY OF SKILLS
- Concept development
- Post production lighting
- Digital set extensions
- Generating hyper-realistic terrains
- Integration of 3D elements and characters with 2D backplates
- Storyboarding and Pre-Vis

## EDUCATION
**Gnomon School of Visual Effects**, *Hollywood, CA*
6/21
**Certificate in Digital Production** - 3D Generalist

**Columbia College Chicago**, *Chicago, IL*
5/17
**BA 3D Design**

## DIGITAL SKILLS
- Maya
- Nuke
- Zbrush
- Marvelous Designer
- Substance Painter
- Photoshop
- PFTrack
- World Machine
- Gaea
- V-Ray
- Arnold
- Redshift
- Unreal Engine 4

## DESIGN SKILLS
- Hardsurface Modeling
- Node based compositing
- Drawing and Illustration
- Vector drawing
- Photography and cinematography
- Camera-based projecting
- Camera matchmoving
- Backplate extension and integration
- Spherical HDRI capture for CG lighting

## AWARDS/RECOGNITION
**Best of Term: Environment Design**, Gnomon School of Visual Effects, *Hollywood, CA*
Title of Piece: *Yaga's Swamp*