

Rebekah Lynn Osorio

Matte Painter

4016 Coleman Circle
Richmond CA 94806
rebekah@rebekahosorio.com
www.rebekahosorio.com
707.337.4119

OBJECTIVE

To obtain a position as a matte painter in a creative, hardworking environment where quality is of the essence.

TECHNICAL QUALIFICATIONS

Platforms: PC, Mac

Software

Proficient: Photoshop, Maya, After Effects, Flash, Unfold 3D, HTML. Basic Knowledge: Matchmover, Mudbox, ZBrush, XSI, BodyPaint 3D, Painter, MotionBuilder, Illustrator, Final Cut Pro, Premiere.

SKILLS

Matte painting, texture/lighting, compositing, 3D modeling. Basic knowledge of set extension, matchmoving, roto/paint, animating, and rigging. Fine art (drawing, painting, sculpting, photography), concept art, graphic and web design. *Strengths include:* Strong sense of color, composition, and lighting. Photo-realistic painting ability. Critical eye. Ability to work with, teach, and lead others. Dependable. Adapts well to production requirements.

EMPLOYMENT

Pleiades Press

March 2007 – Present

Digital Artist

- ❖ Varied responsibilities for production company: compositing for short films, matte painting, 3D modeling, texturing, lighting, concept and web design.

LLT Productions

2004-2005

Digital Painter

- ❖ Created concepts and illustration for documentary series “The Seventh Day.”

Rittenhouse Archives

2004-2005

Trading Card Illustrator

- ❖ Produced art for a line of official trading cards for the Xena: Warrior Princess series.

SouthWind Art

1996-2005

Visual Artist/Owner

- ❖ Illustration, fine art and design. Worked one on one with numerous clients to meet individual demands.

EXPERIENCE

“The Day My Soul Became a Star” (Rex Ray films animated short – *Make a Wish Foundation*)

Jan.-Sept. 2007

Lead Texture Artist

- ❖ Problem solved with director and team to develop a hand painted, 2D watercolor look in a 3D application. Created concept, texture, and matte painting assets. Film reviewed by Academy of Motion Picture Arts and Sciences, and in current consideration for nomination in the short film category for 2007.

“Hades’ Realm” (Unreal Tournament Level)

Sept.-Oct. 2006

Art Lead

- ❖ Lead in maintaining quality/consistency of design for a team of 18 people. Created concepts and textures.

“Wizards of the Coast” (Magic the Gathering card game)

2005

Illustrator

- ❖ Produced card art for the “ColdSnap” series.

EDUCATION

Ex’pression College for Digital Arts

2005 – 2007

B.A.S. in Animation and Visual Effects

References available upon request.