



# TOM KLEJNE

North Vancouver BC

604-313-2331

3dspline@gmail.com

To work on inspirational and truly amazing art using cutting edge technology and to keep a passion for the quality of work being done.

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## WORK EXPERIENCE

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### **Lead CG Generalist \ Lighter**

10/2016 to 11/2019

BAM Communications

Vancouver BC

- Working in a very fast paced environment producing high quality renders with very limited time
- Lighting, rendering, a strong eye for detail and visual quality is part of the routine
- Worked with a high level of creative freedom and responsibility, we were encouraged to take risks
- Solved many last min problems that saved projects from missing deadlines or going over budget
- Reviewed work from other artists and outsource partners and insured a high level of quality for our clients
- Managed a team of artist and worked to create a stronger library and more efficient rendering pipeline

### **CG Generalist**

10/2014 to 10/2016

DHX Media

Vancouver BC

- Working on the Peabody and Sherman show by Dreamworks to a very high standard of quality
- Maya animation and Vray rendering on many of the backgrounds and assets for the 3d portion of the show
- Using Nuke to do limited comp work
- Took on art and workflow decisions for our department to make the show a success
- Troubleshooting Dreamworks custom toolsets and a using a new 3d / 2d integrated pipeline

### **Lighter / CG Generalist**

09/2014 to 09/2014

Icon Creative

Vancouver BC

- Jumped on to help finish a game trailer with an extremely tight deadline
- Worked with compositors on lighting, asset creation and problem solving render issues

## **Lighter / CG Generalist**

03/2014 to 05/2014

Goldtooth Creative

Vancouver BC

- Created CG Lighting for in-game cinematic on "Lord of the Rings - Shadows of Mordor"
- Worked with feedback from the producer to a very high standard to achieve top quality results

## **Lead 3D Artist**

07/2004 to 07/2013

NGRAIN

Vancouver BC

- Worked with a team of 3d artists on very complex 3d projects and hard surface assemblies
- Helped to create a more efficient workflow process in order to beat deadlines and maintain quality
- Worked with project managers, animation team and QA to insure quality of deliverables

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## **ADDITIONAL INFORMATION**

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- Skilled with Maya, Houdini, Nuke, 3dsMax, Zbrush, Photoshop and many render engines
- Hard working with a very strong sense of duty and work ethics
- Very high attention to detail and enjoyment of cg work
- Compositing with Photoshop and Nuke
- Hobbies which include swing dancing, hiking, soccer and photography

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## **LINKS**

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Portfolio: [www.tomklejne.com](http://www.tomklejne.com)

LinkedIn: [www.linkedin.com/in/tomklejne](http://www.linkedin.com/in/tomklejne)

Reference: Stephanie Ho - 604-505-8755 (BAM Communications)

Reference: Stephanie Sim - (604-805-6812) [stephsim@shaw.ca](mailto:stephsim@shaw.ca) (DHX Media)

Reference: Masaki Jeffery - [masakicg@gmail.com](mailto:masakicg@gmail.com), <https://ca.linkedin.com/in/masakijeffrey>

Reference: Ryan Rivera (604-880-6723)