

ELIAS GLASCH

3D Lead at BUCK / Specializing in AR / VR / Real-Time
Los Angeles, CALIFORNIA

elias@eliasglasch.com

www.eliasglasch.com

Skills // Modeling and texturing organic and hard surface characters and environments for offline and real-time rendering [AR / VR]
Software // ZBrush / Maya / Substance Painter / V-Ray / Nuke / Unity / Unreal / Photoshop / Form2

WORK EXPERIENCE

MAR 2022 - PRESENT Los Angeles, CA	BUCK 3D Lead / Active 3D Artist Direct teams of 10+ artists on various AR / VR and offline rendering projects Partner with Creative Leads and Production to meet deadlines and exceed client expectations [ZBrush, Maya, Substance Painter, V-Ray, Nuke, Unity, Unreal]
JAN 2020 - MAR 2022 Los Angeles, CA	BUCK Senior 3D Artist AR / VR / V-Ray [ZBrush, Maya, Substance Painter, V-Ray, Nuke, Unity, Unreal]
JAN 2019 - DEC 2019 Portland, OR	SOUTH SUNNYSIDE Self Employed Character Artist / Toy Maker [ZBrush, Maya, Substance Painter, Form2]
FEB 2018 - JAN 2019 Los Angeles, CA	BUCK Character Artist for AR / VR and commercial projects [ZBrush, Maya, Substance Painter]
FEB 2016 - FEB 2018 Venice, CA	PSYOP Character Artist for AR / VR and commercial projects [ZBrush, Maya, Substance Painter]
SEPT 2015 - FEB 2016 Glendale, CA	NICKELODEON Character Artist for television project [ZBrush, Maya]
DEC 2014 - SEPT 2015 Los Angeles, CA	LOGAN 3D Artist for commercial projects [ZBrush, Maya]
FEB 2015 Santa Monica, CA	MPC 3D Artist for commercial projects [ZBrush, Maya]
MAY 2014 - FEB 2015 Los Angeles, CA	JOSE ORTIZ DESIGN 3D Artist for commercial projects [ZBrush, Maya]
JULY 2014 Los Angeles, CA	LOGAN 3D Artist for commercial projects [Maya]
JUNE 2014 Los Angeles, CA	KING & COUNTRY 3D Artist for commercial projects [ZBrush]
JUNE 2014 Los Angeles, CA	LOGAN 3D Artist for commercial projects [Maya]
MAY 2014 Los Angeles, CA	SADDINGTON BAYNES 3D Artist for print advertising [Maya]
MAY 2013 - FEB 2014 Dallas, TX	REEL FX Character Modeler "The Book of Life" - October 2014 Modeled organic characters, props and environments [ZBrush, Maya] Worked closely with departments down the pipeline to solve technical issues
MARCH 2013 - APRIL 2013 Culver City, CA	SCHOLAR 3D Artist for commercial projects [ZBrush, Maya]
NOV 2011 - JAN 2013 Los Angeles, CA	JOSE ORTIZ DESIGN 3D Artist for commercial projects [Maya]
JAN 2011 - NOV 2011 Minneapolis, MN	AFTERGLOW STUDIOS 3D Artist for documentary films [Maya]
MAY 2010 - AUG 2010 Boulder, CO	MOXIE SOZO 3D Artist "1,000 Pound Cake" - Eat Pastry All modeling, texturing, rigging, animation, lighting and compositing [Maya]