

THOMAS M CARDLE

3D Modeler, Texture Artist

thomasnmcardle@gmail.com (517)-256-6875 Brooklyn, NY

Reel: <https://vimeo.com/908311974> <https://www.linkedin.com/in/thomas-mcardle-84b5551ab/>

EDUCATION

Feirstein Graduate School of Cinema, Brooklyn College Brooklyn, NY
Master of Fine Arts, Digital Animation and Visual Effects (Projected 2024)

Rhode Island School of Design (RISD) Providence, RI
Bachelor of Fine Arts, Painting 2016
Recipient of the Florence Leif Award

WORK EXPERIENCE

- Freelance 3D Artist
 - West Elm Oct 2023 - Nov 2023
Brooklyn, NY
Modeled, textured, lit, and composited a set of two chairs and a chandelier into an AI-generated background plate.
 - Ivy Beauty Company Sep 2023 - Nov 2023
New York, NY
Modeled and textured an electric face shaver, a beard trimmer, and a product box for use in an Instagram advertisement video.
 - West Elm Mar 2023 - Apr 2023
Brooklyn, NY
Textured, lit, and rendered 3D models in a photoreal CG environment for a Summer 2023 Marketing Campaign.
- Merchandise Coordinator
 - West Elm Jan 2021 - Present
Brooklyn, NY
Tasked with coordinating large quantities of West Elm product for numerous photoshoots over the past three years. Was required to maintain constant communication with other teams in order to organize the sharing of limited quantities of new furniture. Anticipated scheduling conflicts and identified specific items that might be unavailable to our team.

PROJECTS

- Bloom (Thesis Film) Feb 2023 - Present
Currently working on personal thesis film about a robot hunting an unknown threat on an alien planet. Was required to design and execute all elements of this film (modeling, texturing, rigging, and animation). I used this project as an opportunity to learn Unreal Engine, which has allowed me to dedicate more time to polishing the assets and animation of this project by reducing render times.
- Boundless Imagination Jun 2022 - Aug 2022
Created two character models for Tzu Yu Lin's award-winning thesis film.

SOFTWARE

Autodesk Maya	●●●●●	Houdini	●●○○○
Arnold	●●●●●	SpeedTree	●●●○○
Zbrush	●●●●●	Protools	●●○○○
Substance Painter	●●●●○	AfterEffects	●●●○○
Unreal Engine	●●●●○	Premiere Pro	●●●○○
Nuke	●●●○○	Photoshop	●●●○○

SKILLS

Modeling	●●●●●
Texturing	●●●●●
Rigging	●●●○○
Animation	●●●○○
Lighting	●●●●○
Compositing	●●●○○