

# CLIFTON STOKES

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## Summary

Overall generalist in compositing, paintwork, 3d modeling, motion graphics and vfx work. Primarily an fx artist for games focusing on particle systems, blueprint integration, material dynamics, and houdini vfx for game dev.

<b>Programs:</b>	Maya	Nuke	After Effects
	V-ray	Cinema4D	Unreal Engine
	Zbrush	Houdini	Photoshop
	Substance Painter	Mocha	Illustrator

## Work Experience

### **RoosterTeeth** **April 2018 - November 2019**

*Compositor, Vfx Artist, and Fx Artist for Video and Games*

#### **Rwby and Genlock Responsibilities - Video**

- ❖ Comped characters and environments to match overall look of the scene.
- ❖ Created Fx and Vfx for semblances, magic attacks, explosions, powers, etc.

#### **Vicious Circle Responsibilities - Games**

- ❖ Created various particle systems using cascade for environments, characters, events, and gadgets.
- ❖ Used Houdini to create fluid and rigid vertex animations, among using other game development tools.
- ❖ Troubleshoot and created materials to integrate multiple effects for 1P and 3P compatibility.
- ❖ Linked particle effects in accordance with blueprints and animations to work properly with design.
- ❖ Created main menu composite in relation with concept art and UI design, along with new textures and assets.

### **Chive Media Group** **February 2018 - April 2018**

*Motion Designer*

- ❖ Created, rendered, and animated 3d assets using Cinema 4D and After Effects.
- ❖ Designed multiple graphics using Illustrator and Photoshop..
- ❖ Animated designs while creating original templates in After Effects..

### **Secret Weapon VFX** **April 2017 - October 2017**

*VFX Compositor*

- ❖ Did extensive and advance paint work for various feature films.
- ❖ Match-moved and composited different matte paintings and set extensions.
- ❖ Created plates for multiple shots that needed roto as well as stock elements.

### **Bazelevs** **November 2016 – February 2017**

*VFX Lead Compositor*

- ❖ Created UI Graphics and animated designs for screen replacements.
- ❖ Created 3D environments in unreal engine for gaming scenes.
- ❖ Comped multiple elements for death scenes and paint work.
- ❖ Put characters in different environment with the help of green-screens.

### **Flight 33** **December 2015- September 2016**

*Digital Compositor*

- ❖ Created matte paintings and set extensions to replicate different points in time.
- ❖ Comped 3d elements and generated particles to exaggerate impact over scene.
- ❖ Match moved and tracked multiple edits with comped elements to match movement and color.
- ❖ Painted out and created stills to address issues or minor mistakes shot in the plate.

### **Stoopid Bunny Studios** **September 2015-November 2015**

*VFX Artist*

- ❖ Comped and tracked digital mouths to stop motion characters fast and efficiently
- ❖ Painted out rigs and produced set extensions to match theplate
- ❖ Created elements such as UI's and particles simulations to enhance the scene

## **Rooster-Teeth**

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**May 2015- July 2015**

*Motion Graphics Artist*

- ❖ Created assets and designs for Animation with Illustrator and Photoshop
- ❖ Mocked up and made different transitions and loops for what the clients feel for the video they wanted
- ❖ Created different title sequence intros and endings for the video elements needed in the footage

## **Invodo**

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**January 2014 - March 2015**

*Roto & Paint, Compositor, and Motion Graphic Artist*

- ❖ Animated graphics with images and 3d for business advertisement
- ❖ Roto, tracked, and composited different elements into live action footage
- ❖ Painted out logos, scratches, mistakes etc for different types of moving footage
- ❖ Created templates through google docs to execute a high volume of videos with organized assets
- ❖ Projection mapped geometry with the use of mapped UV's from the photogrammetry of different objects

## **Monstertails**

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**November 2013-June 2014**

*Modeler, Animator, Dynamics, and Compositor*

- ❖ Modeled the characters and environments for the CGI scenes
- ❖ Rigged and animated the models for the composites
- ❖ Made particle dynamics such as the tornadoes and hurricanes

## **United States Marine Corps**

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**June 2006 – June 2010**

*Maintenance Management Chief/Logistics, Twentynine Palms, CA*

- ❖ Honorable Discharge 4 years of professionalism, being on time, and consistent reliability
- ❖ Overview and processing of daily reports and accountability of high end equipment
- ❖ Experienced planning and time management in logistics and coordination
- ❖ Two successful deployments in Sal Sinjar and Rawah, Iraq

## **Education**

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Art Institute of Austin

Austin, Tx

August 2010- 2014

*B.S in Visual Effects and Motion Graphics*