

Monika Filipowicz
27533 S. Norfolk St apt 209
San Mateo, CA 94578
(650) 283 6480 – monika@monikagallery.com
www.monikagallery.com
<http://www.linkedin.com/in/filipowicz>

ELIGIBLE TO WORK IN EU and US

QUALIFICATIONS

- ▶ Exceptional eye for light and color (photorealistic; organic, metal, environments)
- ▶ Skilled in light rigs, shading networks, render optimization and compositing; texturing and modeling
- ▶ Stereoscopy
- ▶ Adept at team management, production, deadline execution and all aspects of the pipeline

SOFTWARE

- ▶ Maya, Photoshop, Zbrush, Illustrator, InDesign, Nuke, After Effects, Flash, Dreamweaver, Temerity, HDR Shop
Using both PC & Mac platforms

EXPERIENCE

Lighting and Materials TD

November 2008 – Present

EvLab an EVEO Communication Group Company
No 1 Independent Digital Healthcare Agency

- ▶ Look Development - matched art direction and concept art
- ▶ Devised and implemented pipeline procedures
- ▶ Lighting team lead
- ▶ Lighting and shaders development in Mental Ray
- ▶ Constructed and optimized the rendering process for the render farm
- ▶ Created lighting setup strong and flexible for any production change
- ▶ Modeling
- ▶ Texturing
- ▶ Compositing
- ▶ Training sessions for new hires

Projects for:

Amgen
AstraZeneca
Genentech
Novartis
Santarus

EDUCATION

The Art Institute of California – San Francisco
B.Sc.(Hons) in Media Arts and Animation

June 2008

- ▶ Alpha Beta Kappa Honor Society Member
- ▶ Commencement speaker for graduation

PREVIOUS EXPERIENCE

Producer/Lighting Artist

April 2007 – October 2007

The Art Institute of California San Francisco, CA
Student Short

- ▶ Managed team of 16 students for National Water and Wildlife Refuge, Sacramento Division
- ▶ Directed vision for production; ensured deadlines and milestones were met
- ▶ Created set design (textured, lighting, modeling, and compositing)
- ▶ Elected to present the project in Washington DC for the Director of the U.S.Department of Interior

Monika Filipowicz

3D Director/Lighting Artist

October 2006 – April 2007

Animation Club – Independent Student Project

- ▶ Directed 3D Animation for project that was used as an introduction to the Animation Film Festival
- ▶ Responsible for ensuring deadlines were met and the project ran smoothly
- ▶ Created set design (texture, lighting, modeling, and compositing)

Senior Peer Mentor

June 2005 – December 2007

The Art Institute of California–San Francisco, CA

- ▶ Mentored new students in orientation process and through first quarter
- ▶ Coordinated team of peer mentors; assisted in facilitation of meetings, event coordination and training
- ▶ Coordinated all aspects of programmatic events on campus

Student Volunteer

ACM SIGGRAPH

SIGGRAPH 2006, Boston, Massachusetts

August 2006

SIGGRAPH 2007, San Diego, California

August 2007

Between 1998 and 2005 I worked in several advertising agencies such as BBDO, FCB, etc. as Senior Account Manager and Account Director.

I also owned and run small advertising studio, Motion Blu

April 2002 - February 2006