

Tiffany THORESON

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CG-ENV GENERALIST & DMP

I'm a Vancouverite who loves a big spectrum of film, art and games. I'm always reaching for that special place where creativity meets modern technology to push the boundaries of visual storytelling.

▶ EDUCATION

VFX & Game Design 2017

THINK TANK TRAINING CENTRE

Mentored in DMP, 3D-asset modeling, texturing & digital painting with an emphasis on being production-ready for film & games

Bachelor of Arts – Graphic Design

VANCOUVER ISLAND UNIVERSITY

Minor in Digital Media
Dean's List, 2010-2012
Illustration and Layout-focused with a mix of traditional and Adobe-based training.

▶ EXPERIENCE

ATOMIC CARTOONS

2021- Present
Vancouver

DMP SUPERVISOR – SPIDEY, MLP, ZOMBIES: REANIMATED, LEGO PIXAR

- evaluating animatics for DMP scope and strategy early in the pipeline
- working with Production and clients (Netflix, Hasbro, Marvel, DTVA, LEGO, etc.) to deliver CG environments and 2.5D projections within expectations and deadlines
- collaborating with Art Directors, CG Supervisors, Directors and Lighting to execute 3D animation at a high standard for episodic television and shorts
- navigating multiple pipelines & projects simultaneously
- interviewing, on-boarding & supporting teams of artists and production coordinators
- assisting with training materials and pipeline tools

LEAD DMP ARTIST – SPIDEY & HIS AMAZING FRIENDS, MY LITTLE PONY (2021)

- executing skydomes, set-extensions and paint-overs with the guidance of a department supervisor, the Art Director & CG Supervisor on a small team with tight deadlines
- painting artwork for stylized cartoons combining painterly work in Photoshop with CG models and Nuke compositing

RFG SOFTWARE

2020 - freelance contract
Remote, BC

LEAD ENVIRONMENT ARTIST

- using Maya, Unity, Substance Painter and Zbrush to build a playable 3D replica of St Andrew's famed Old Course as well as the surrounding city blocks and terrain for golf-simulator, XGolf

MPC

2017-2019
Vancouver & Montreal

DMP & CG-ENVIRONMENT ARTIST

- matte painting and modeling background elements to integrate seamlessly with photo-real shots including paint-overs, 2.5D projections, texturing and set extensions
- helping with the Moonbase on Ad Astra, the secret lab in Detective Pikachu, the wheat fields in A Wrinkle in Time and early lookdev for ocean assets like seaweed, coral and seabed for Aquaman.
- in 2019, working in Montreal using Photoshop, Nuke and Maya to do set extensions of hillsides, ground replacements, snow/cave texturing and projections for Dolittle and Noelle.