

# Sherrie Law

look dev • texture • groom



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I am a Surfacing Lead with 12 years of experience in high-end animation and VFX studios. I have strong artistic and technical skills, and pride myself as a go-to problem solver. I am always eager to learn and develop. I seek to expand my leadership skills and foster growth of a team that thrives on collaboration.

## Education

### Management Skills Certificate

2018 Langara College

### 3D Animation & VFX Diploma

2009 Vancouver Film School

### BFA Visual Art

2006 University of British Columbia

## Professional Development

### WIA Mentorship Circles

2020 Women in Animation

### Virtual Production Primer

2020 Unreal Online Learning

## Skills

Leadership

Time Management

Problem Solving

Look Dev

Texturing

Grooming

Shader Writing

Tools / Scripting

Traditional Art

Mentoring / Teaching

## Software

Maya • Houdini • Katana

Mari • Nuke • Photoshop

Substance Painter/Designer

Unreal Engine • Blender

Zbrush • Mudbox

Renderman • V-Ray

Python • OSL • VEX • Github

## Industry Experience

### Surfacing Lead / TD

**ANIMAL LOGIC** | May 2016 – Present

- Led the team to achieve the show's art direction and overcome creative and technical challenges.
- Assisted the Surfacing Supervisor in recruiting, bidding, training, and performance reviews. Served as the Acting Supervisor whenever he is away.
- Responsible for key look dev and grooming; Created templates, material libraries, and documentation to help the team maintain consistent looks.
- Worked closely with TDs and RnD in prototyping, spec-ing and testing Houdini/Solaris/USD workflows for surfacing and groom. Wrote OSL shaders and artist-facing tools; Did rotations in the Asset TD team during downtime.
- Projects: *Unannounced*, *DC League of Super-Pets*, *The Lego Movie 2*

### 3D Generalist

**ILM** | Mar 2014 – Feb 2015

- Environments: model, texture, look dev, lighting, DMP, shader-writing
- Projects: *Jurassic World*, *Tomorrowland*, *Transformers: Age of Extinction*

### Lighting / Look Dev TD

**MPC** | Jan 2014 – Mar 2014

- Look Dev for vehicles and crowds
- Project: *Jersey Boys*

### Shading Technical Artist

**PIXAR CANADA** | Feb 2011 – Oct 2013

- Texturing and look dev for characters and environments, shader-writing
- Responsible for key look dev of material libraries and documentation
- Projects: *Toy Toons*, *Cars Toons*

### Surfacing TD / Digital Painter

**PIXAR** | Jun 2009 – Feb 2011

- Texturing and look dev for environments, shader-writing, and material library
- Projects: *Cars 2*, *Toy Story 3* (uncredited), *Day & Night* (uncredited)

## Other Experience

### Look Dev Instructor / Mentor

**Various** | 2012 – 2013, 2015 – 2016

### Graphic / Web Designer

**Various** | 2005 – 2008