

John K. Dodelson

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EDUCATION

Rhode Island School of Design, Providence, RI

Bachelor of Fine Arts, Sculpture, 1991

Brown University, Department of Morphology, Providence, RI

Human and Vertebrate Anatomy Studies, 1990

PROFESSIONAL EXPERIENCE

Core Studio

California
Lead Modeler

2017

Wynn Macau: Sculpted concept designs and provided renders for client. Modeled final characters for upcoming animated project.

Horseshoe Games

California
Lead Modeler

2016

Thug Life: Sculpted digital characters for 3D prints.

Encyclopedia

Pictura/VRSE.works
California
Lead Modeler

2015

First People: Modeled main character and supervised model resources for animated/live action virtual reality film.

Creature Art and Mechanics Digital

California
Character Modeler

2014

Muhammed: Modeled clothing, props and revised cloth simulations to match live action characters for crowd scenes and backgrounds in feature film.

Lucasfilm Ltd.

California
Senior Character
Modeler

2005 - 2013

Star Wars: The Clone Wars: First digital assets artist at Lucasfilm Animation. Established character modeling pipeline and parameters for all modeled assets. Modeled main and secondary characters for theatrical Clone Wars feature and all aired and unaired seasons of Cartoon Network television show.

Z-Axis/Activision

California
Character Modeler

2005

X-Men: The Official Game: Modeled characters, created texture maps, assigned Havok attributes to character models.

Iron Man: Modeled characters, vehicles, created texture maps.

PDI/DreamWorks

California
Character Modeler

2002 - 2004

Shrek2 / Shrek4D: Modeled characters, clothes, architectural structures, environments, vehicles, props.

Madagascar: Modeled characters, character hair, environments, buildings, props.

Blue Sky Studios

New York
Character Modeler

1999 - 2001

Ice Age: Co-designed, sculpted and modeled Scrat. Modeled main and secondary characters. Sculpted and digitized maquettes for main and secondary characters. Modeled sets and props.

Arnell Group

New York
Modelmaker/Sculptor

1997 - 1999

Industrial Design Prototypes, Architectural Models, Character Sculpture, Packaging Prototypes:

Clients included Samsung, Tommy Hilfiger, Mikimoto, Marui, Progressive, Movado, Parmalat.

Light+Form Assoc.

New York
Sculptor

1995 - 1997

Disney, Warner Bros., Jim Henson Assoc., Hasbro, Viacom, Toy Biz: Sculpted prototypes of action figures, consumer products, and toys incorporating licensed characters.

Mass.Illusion

Lenox, MA
Modelmaker

1994 - 1995

Judge Dredd: Executed scale models of futuristic buildings using CAD blueprints. Designed, constructed and painted intricate details for models of all scales.

Curious Pictures

New York
Modelmaker

1994 - 1995

Television Commercials, Music Videos, Sculpture: Fabricated wide array of scale models, sculpted plasticene and foam latex stop-motion animation puppets, sculpted maquettes for CG reference.

The Trumbull Co.

Lenox, MA
Modelmaker

1992 - 1993

Luxor Hotel Las Vegas: Secrets of the Luxor Pyramid Ridefilm and Imax Presentation: Built 1/16" and 1/8" scale models for various Douglas Trumbull-directed films depicting futuristic cities.

Den Design Studio

New York
Modelmaker/Sculptor

1991 - 1994

Saturday Night Live: Created diverse assortment of whimsical puppets, props and body suits.