

Angelos Gregoriou

Texturing & LookDev Artist

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EXPERIENCE

Industrial Light & Magic, London — Graduate Surfacing & LookDev Artist

August 2019 - April 2020

Worked for both TV and Feature Film projects. Responsible for creating Texturing Maps and Lookdev.

Freelance Photography, Cyprus — Photographer

September 2014 - August 2019

Portraiture, Music Albums & Commercial Photography.

Cyprus National Guard, Cyprus — Soldier

July 2014 - July 2016

Lance Corporal in Artillery. Specialized in Communications & Tactical Topological Mapping.

EDUCATION

Buckinghamshire New University, Buckinghamshire — (BA) Animation & Visual Effects

2017 - 2019

Cyprus Academy of Art, Cyprus — (HNC) Animation & (Foundation) Art

2016 - 2017

LANGUAGES

English, Greek, Cypriot Greek

ABOUT ME

I am a junior Surfacing Artist who primarily specializes in Texturing & LookDev.

In my extra time I enjoy experimenting with creating short films and similar projects with the help of friends and people who enjoy the creative process.

I am always passionate and enthusiastic about all the projects I take part in. Constantly looking out to acquire interesting and relevant knowledge. Every opportunity presents a unique challenge that fascinates me.

SKILLS & INTERESTS

Surfacing Being the main area I specialize in, I always try to be open to new methods and technologies that help improve my work.

Procedural Shading An area that I find fascinating due to the ability of further pushing and improving the final look of the asset.

Modeling Even though it is not my primary focus area, I am fairly comfortable with modeling. Sculpting also helps me improve my detailing process in organic assets.

Photogrammetry A process that I find amazingly beneficial when available both in production and for personal projects.

SOFTWARE

Mari Nuke Substance Designer Photoshop
Maya zBrush Mudbox Agisoft Photoscan
Renderman Arnold Redshift

