

TREVOR MIZZI



3D MODELLING
ANIMATION
RENDERING
COMPOSITING
MOTION GRAPHICS

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Eager, enthusiastic and entertaining individual with a background in modelling and motion graphics, capable of adapting and learning quickly while on the job. Attention to detail, uses reference imagery when possible, open to possibilities and is an active member in all projects.

Enjoys compositing and creating stunning visuals in After Effects. Passionate for hard surface modelling in Autodesk Maya. Open and honest personality, coupled with respectful attitude towards fellow coworkers.

EDUCATION

Bachelor of Animation (3D Modelling)
SAE QANTM (Sydney, NSW) 2014-2016

Advanced Diploma Screen and Media
Chisholm Institute of Tafe (Frankston, VIC) 2009-2010

Certificate IV New Media
Chisholm Institute of Tafe (Frankston, VIC) 2008

First Aid
St John Ambulance (Sydney, NSW) 2019

EMPLOYMENT

Games Lab (full time)
Chatswood (N.S.W) - May 2018 to July 2019
Tech Arist/After Effects Generalist

Team member in the Post Production department where we use After Effects to create proof of concept for mobile and desktop slot games, acting as a bridge between the art departments and programmers. The work involves creating effects for the game, properly formatting image, sound and animation files to comply with specific company builds, as well as documenting the build of the game to assist the developers.

Limpid Logic (work placement and contract position)
North Sydney (N.S.W) - June 2016 to November 2017
Junior 3D Artist/Modeller

As part of the Bachelor of Animation (3D Modelling), final trimester included a work placement module. I logged in 124 hours of work for the company, all centered around 3D architectural designs and getting them ready for AR/VR devices. Upon completion of my course at the end of August, Limpid Logic had kept me on to continue working for one year in a contract capacity.

Punk Milk Studios (work experience)
Fitzroy (VIC) - June 2012 - May 2013
3D Team Lead
3D Modeller

Offered a volunteer position to join a colleague's up and starting company to head the 3D team, responsible for organising and co-ordinating the team in accordance with the production manager's needs/schedule. The primary project was creating the introduction sequence to a web series featuring a city made of milk cartons

PROGRAM EXPERIENCE

Autodesk Maya

Adobe After Effects

Red Giant Trapcode Suite

VC Element 3D

VC Saber

Adobe Illustrator

Adobe Photoshop

Adobe Premier Pro