

BARRY ZUNDEL

VR/AR PRODUCTION | CG ARTIST | ANIMATION |
DIGITAL EXPERIENCES



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EDUCATION

BA – INDUSTRIAL DESIGN

Emphasis - Animation

Brigham Young University

1998-2002

SKILLS

- ✓ 3D Modeling, Texturing, Rigging, Animation, Cinematics
- ✓ 3D VR Production
- ✓ 360 Video Production
- ✓ Unreal Engine
- ✓ Unity 3D Engine
- ✓ Concept Art
- ✓ Digital Sculpting
- ✓ Art Pipeline UX Development
- ✓ Motion Capture
- ✓ 3D Scanning and processing
- ✓ Tutorial creation/teaching
- ✓ Project Management

PROFILE

For almost 20 years, my job has been to create immersive visual experiences with the latest in digital technology. Whether through highly realistic visualizations, interactive virtual reality applications, blockbuster feature films, family-friendly video games, or mobile applications I aim to craft amazing experiences for the customer that engage, excite, educate, and entertain.

WORK EXPERIENCE

OWNER/FOUNDER

TrapDoor Creative 9/17 - Present.

- Full-service digital production studio, continuing Villusion Studio's work in the VR and 3D spaces.

CEO/CO-FOUNDER

Villusion Studios, LLC. 9/14 - 9/17.

- Created interactive sales tool for WestCom Nurse Call Systems. Fully 3D interactive visualization application showcasing their products inside of Unreal Engine 4.
- Created 360/3D VR experience app, including all video production and app development for the Polynesian Cultural Center in Laie, Hawaii.
- VR consultation for multiple large companies (auto manufacturers, restaurants, & 5-star destinations.)

3D LEAD

Nike, Inc. 11/12 - 9/14.

- 3D Modeling, surfacing, animation, visualization and rendering of footwear and apparel in support of multiple categories, specifically Running.
- Developed a pipeline to help designers create knit designs in a manner that would allow rapid prototyping and sample creation, cutting revision time substantially.

CHARACTER TECHNICAL DIRECTOR

Pixar Animation Studios. 4/10 – 11-12.

- Character modeling & articulation on "Brave" (2012), "Toy Story of Terror" (2013), and "The Good Dinosaur" (2015)

CHARACTER LEAD

Disney Interactive Studios – Avalanche Software. 5/01 – 4/10.

- Character Lead on 3 titles: Chicken Little, Meet the Robinsons, and unreleased IP action/adventure game.
- Modeling, rigging, and animating of in-game and cinematic characters. Assembled, processed, and rendered cinematics.
- Helped develop art workflow for proprietary modeling/texturing/rigging/animation software.