

TIFFANY THORESON

DIGITAL MATTE PAINTER



About Me

I'm passionate about digital art and pop culture.
I enjoy working in both digital and traditional mediums. My influences include classical 90s' 2D animation, modern video games and art nouveau.

Contact

(778) 855 2088



tiffanythoreson@gmail.com



49 - 2905 Norman Ave,
Coquitlam, BC



<https://www.artstation.com/ipsu>



tiffanythoreson.com



reel password: DigitalTiff

Education

2016 -2017 | VFX & Game Design
Think Tank Training Centre

2007-2012 | BA Graphic Design & Digital Media
Vanvouver Island University

2015 | Intro to 3d Modeling
Emily Carr Continuing Studies

Software Skills

Familiar with Linux and Windows workspaces
Experienced with Shotgun
Experience with 3D modeling, 2.5D projections
in Nuke and painting in Photoshop or Substance
Some familiarity with game engines, renderers,
procedural workflows, lidar scans and SpeedTree.

Employment

2023 -Present | DMP Supervisor
Atomic Cartoons

- evaluating storyboards and animatics for DMP scope and strategy early in the pipeline
- working with Production and clients (Netflix, Hasbro, Marvel, DTVA, LEGO, etc.) to deliver matte paintings within expectations and deadlines
- collaborating with Art Directors and department supes to execute a high standard of work for episodic TV, specials and shorts
- navigating multiple pipelines & projects simultaneously in Maya, Nuke and Photoshop
- interviewing, on-boarding & supporting teams of artists and production coordinators
- assisting with training materials and pipeline tools

2021 -2023 | DMP Lead Artist
Atomic Cartoons

- executing stylized skydomes, set-extensions and paint-overs in Maya, Nuke, Katana, Substance, Unity and Photoshop

2017 -2019 | DMP & CG Env Artist
MPC Vancouver & Montreal

- matte painting and modeling background elements to seamlessly integrate with photo-real shots in Maya and Nuke for multiple high-profile feature films, including Detective Pikachu, Ad Astra and A Wrinkle in Time
- Shot work included paint-overs, 2.5D projections, texturing assets and set extensions