



Walter Behrnes

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www.polyextrude.com

Education

2000 - 2002

M.F.A., Digital Arts Bowling Green State University

1999 - 2000

B.F.A., Computer Arts Bowling Green State University

1995 - 1998

Louisiana State University

Work Experience

ReelFx	FX Dept. Supervisor / FX TD	Sept 2007 – Present
Post Asylum	VFX Supervisor	Aug2006 – Sept 2007
Tippett Studio	Creature Modeler	Jun 2006 – Aug 2006
DNA Productions	Lead Environment Modeling TD	Jun 2004 – Jun 2006
Bowling Green State Univ.	Instructor	Jan 2004 - May 2002

Freelance Experience

Joe Dart	Freelance Modeler	2007 - Present
The Film Foundry	Freelance Modeler Rigger	2003 - 2007
White Light Imagery	Lead Modeler	2003
ReelFx	Freelance Modeler	2003
IcePond Studio	Freelance Modeler	2002 – 2004

Software | Programming Proficiency

Programming/Scripting:

Perl, Python, Mel Scripting, C++, Objective-C, JavaScript, PHP

Software:

Houdini, Maya, XSI, Modo, Silo, ZBrush, MudBox, Cyslice, Real Flow, Photoshop, Painter, Cyslice