

Anthony Filipas

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Experience

Cloud Gazer Studio – Nashville, TN

May 2017 – Present

Lighting Artist

- Lighting 3D environments, products, and characters. Renders used in video, social media, marketing collateral, websites, event planning, and retail spaces.
- Utilizing PBR based and procedural materials while following linear workflow. Creating multiple render passes and AOVs for compositing purposes.
- Working closely with supervisors and clients to ensure visual consistency of approved concepts.
- Optimizing scenes to maintain high image quality with low render times.
- Utilizing offline renderers such as RenderMan, Arnold, V-Ray, and Redshift.

Godiva Chocolatier – Nashville, TN

Jul. 2017 – Present

Boutique Manager

- Managing boutique operations for a luxury consumer retail brand.
- Leading visual merchandising, driving sales, and providing an exceptional customer interaction experience.
- Oversaw hiring, performance management, scheduling, budgeting payroll and expenditures, training, and guiding staff to help reach and exceed sales goals.

Gamma Blast Studios – Nashville, TN

Sep. 2018 – Jan. 2019

Motion Graphics Animator

- Working closely with clients to develop 2D and/or 3D animated content for use in broadcast, film, social media, and eLearning.
- Created pre-production artwork from storyboards to graphic assets, animations, handled sound mixing, and final delivery to client.
- Clients include Discovery, Sony, Nashville Predators, Vanderbilt Health, Ascension, and Direct Insurance.

Education

Middle Tennessee State University – Murfreesboro, TN

Dec. 2016

Bachelor of Science in Mass Communication (Cum laude honors)
Concentration in Animation, minor in Studio Arts

Skills

Autodesk Maya, Adobe Creative Suite, Microsoft Office, Unreal Engine 4, Quixel Suite, SketchUp, intermediate Japanese language skills, attention to detail, management skills, problem solving, managing deadline pressures.