

Ross Macaluso

MODELER / TEXTURE ARTIST

ross.macaluso@gmail.com
www.rossmacaluso.com
215.740.3210

Education

Savannah College of Design, Savannah, GA

9/2011 - Fall 2013 (Expected)

M.F.A. Candidate in Visual Effects
Focus on Modeling, Texturing, and Shading

Drexel University, Philadelphia, PA

2007 - 2011

Bachelor of Science in Digital Media

Honors:

Cum Laude

Deans List 2008 - 2011

Member of The National Society of Collegiate Scholars

Member of Phi Eta Sigma Honors Society

Collaborative Projects

Sasha (Student Film) - Spring 2012 - Fall 2013

Set Modeling, Prop Modeling, UVing
of all modeled assets
(Maya)

Corked (Student Film) - Summer 2013 - Fall 2013

Set Modeling, Prop Modeling, UVing
of all modeled assets
(Maya)

LIME (Graduate Thesis) - current

Texture Lead
Surfacing, Prop Modeling, Prop UVing

Skills

Maya, Luxology Modo and Houdini

Proficient in both polygon and
nurbs modeling techniques

Basic Lighting, Animation,

Shading and Look Development within Maya,

Renderman, and growing knowledge of Houdini

ZBrush 4r4,4r5, Mari, and Mudbox 2012

3D Sculpting and Texture Painting

After Effects CS6, Nuke 6.3

Basic Compositing and Color Grading

Photoshop CS6

Texture Painting, Texture Organization

Ability To UV in Maya, Headus UV Layout

Knowledge of Mel Scripting, and Basic Python

Employment Experience

Destination Maternity, Philadelphia, PA
Web Intern

September 2009 - March 2010

Digital Media Department, Drexel University, Philadelphia, PA
Staff Member

2008

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