



THADDEUS M. MAHARAJ

3D Character & Digital Media Artist

I am originally from Trinidad & Tobago and have a background in traditional art and illustration. I worked for a short time in Graphic Design Agencies where I found out about the 3D industry. Then, I completed my undergrad in Computer Animation (B.F.A.) and worked in the video game industry for several years as a 3D Character Artist in some world-renowned studios on major AAA titles, creating and working on lead and story characters. Over the years, I have also worked as a freelance artist on various 2D and 3D projects as well as 3D sculpting for 3D print and collectibles.

I also did my Master of Theological Studies (M.TS) and began working full-time at Hope Church as the Director of Media and Discipleship Classes, overseeing all the media needs (managing branding, print, web, video, live streaming, photo, podcast, social media, etc), managing the volunteer media team and interns, developing discipleship curriculum and teaching classes. For part of this time, I taught at Sheridan College in their Video Game Development Department as a part-time lecturer and Capstone mentor. I also worked on various photography, video and documentary side-projects.

I have a passion for great design, creating interesting characters, story-telling and creativity in many varied visual media expressions. I love being able to help my clients' vision for their projects a reality and take pride in offering excellent service

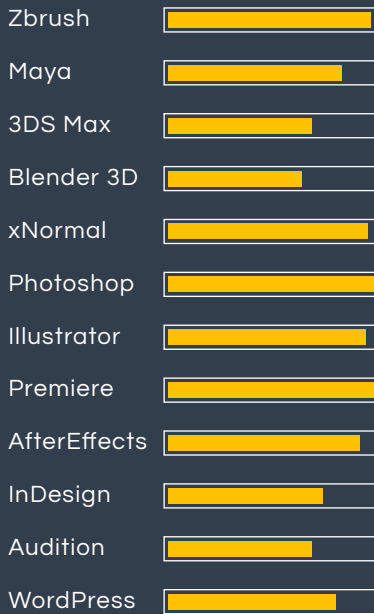
📍 Mississauga, ON, Canada

📞 1-647-625-1627

✉ thaddeus@theotivity.com

🌐 theotivity.com

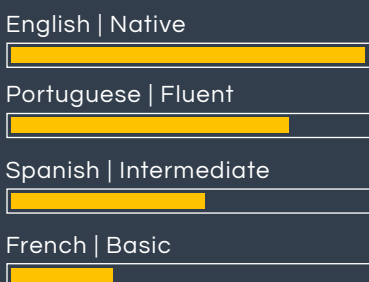
💻 SOFTWARE SKILLSET



KEY CHARACTERISTICS

- Responsible and self-motivated hard worker who doesn't need to be micro-managed.
- Creative and artistic eye for form, design, colour, detail, composition and branding consistency with a constant desire for improvement.
- Excellent 3D sculpting, modelling and texturing skills with a high level of industry experience developing assets for real-time video game engines.
- Excellent knowledge of topology and efficient UVs for baking.
- Good working knowledge of Character Rigging and Animation to integrate seamlessly with other departments of a studio.
- Strong illustration, writing and design brainstorming skills.
- Ability to work well and coordinate between different the departments within a production team due to broad multi-disciplinary skillset and experience.
- Experienced team worker with excellent communication skills and the ability to give feedback, take direction and contribute within a creative department.
- Strong leader with experience coordinating small creative teams on projects, overseeing interns and managing various communications campaigns via email, web, social media and print.
- Problem solver with strong research abilities and able to adapt to changes and suggest pipeline improvements.
- High organizational competency and scheduling habits for time-management and completing projects on time and on budget.
- Experience shooting, colour grading and editing high-quality video in LOG formats with an eye for composition and timing, an ear for quality audio recording, and a heart for telling stories.
- Experience designing, setting up and maintaining websites using WordPress, Divi, and Wix.
- Background in fine arts (sculpting, illustration, oil & acrylic painting).

🌐 LANGUAGES



EDUCATION

- 2017 — 2010 — 2008
- McMaster Divinity School
Masters of Theological Studies (M.TS)
 - International Academy of Design & Technology
Bachelor of Fine Arts Degree in Computer Animation (B.F.A.)
 - Vancouver Film School
Diploma in 3D Animation and Visual Effects

PROFESSIONAL SKILLS

3D Sculpting	
3D Modelling	
UVs & Topology	
Texturing	
3D Animation	
Rigging	
Illustration	
Videography	
Motion Graphics	
Graphic Design	
Photography	
Web Design	
Communication	
Management	
Teamwork	
Networking	

HOBBIES

- Oil & Acrylic Painting
- Portrait Illustration
- Podcasting
- Photography
- Writing (Articles/Blogs)
- Reading
- Hiking
- Soccer
- Table Tennis

WORK EXPERIENCE

- Director of Media & Discipleship Classes: Hope Church Toronto West | 2015 to Present
 - Design and oversee all media, web and communications needs
 - Manage volunteer media and production teams and interns
 - Developed curriculum for classes & workshops, leader training seminars, and oversee various assimilation workflows, and leading various ministry teams
- Freelance: Various 3D Sculpting projects for 3D print collectibles | 2021 to present
- Director, Videographer & Editor of the Documentary "Faithful: The Story of Dr. Charles Woodrow & Grace Missions Ministries" with Tim Challies | 2019
- Director, Videographer & Editor of the series "The Great Sermon Series" with Tim Challies sponsored by SBTS | 2018
- Part-Time Lecturer: Video Game Design, Sheridan College (Oakville, ON) | 2014 to 2017
 - Developed and taught the curriculum for "Character Modeling & Animation for Games" and "Character Development for Games" required courses for Game Design BFA.
 - Mentor for final year Game Design Capstone Projects
- Character Artist at Rockstar Games: Toronto | 2011 to 2013
 - Max Payne 3 - modelling, sculpting and texturing lead character, story characters and background characters.
 - Grand Theft Auto 5 - modelling, sculpting and texturing main character (Franklin), and various other story and background characters.
- Character Artist at Rockstar Games: New England | 2011
- Character Artist at THQ - KAOS Studios: New York | 2010
 - Homefront - hired to help polish main story characters and creation of various background characters to get the game ready to ship.
- Part-Time Lecturer - developed and taught the Advanced 3D & Maya class at the University of Trinidad and Tobago Animation Department | 2009
- Freelance 3D Character Artist for various projects for TV and animation | 2008 to 2010
- Graphic Design - McCann Erickson (Trinidad) Ltd and Lonsdale Saatchi & Saatchi Trinidad Ltd. | 2002 - 2003

AWARDS & ACHIEVEMENTS

- Featured speaker at the Langham Institute for Preaching | 2020 & 2022
- Featured speaker at Animaе Caribe Festival | 2012
- Published in several prestigious art books and magazines including:
 - "EXOTIQUE 6" by Ballistic Publishing
 - 3D Creative Magazine - Issue 69 (May 11)
 - 3D Artist Magazine
 - December 2008 issue #110 of 3D World Magazine
 - Animation Today Magazine | November 2008
- Awarded "Top Row" at 3DTotal.com for "THE THING" model and published "Making of Old Elven Archer".
- Editor's choice at CGHUB.com for "Superhero Girl"
- Featured in Gnomon Gallery - Pixologic Action Heroes for "Rampage" | 2009
- Runner up for Character Design Course Competition at Escape Studios, UK
- Awarded 3D Total Excellence Award for the piece - "Old Elven Archer"
- Featured in the CGARENA.com gallery for "The Beast" and "Old Elven Archer"
- Artwork used by Vancouver Film School for several promotional items.