

Ron Bowman

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SUMMARY

I'm a highly skilled Matte Painter, Concept Artist, and Environment Artist with many years of experience in film, television, games, and events. I've worked for numerous prestigious visual effects companies in the US and UK, including ILM, Double Negative, Framestore and The Mill. As a freelancer I've also worked with a variety of tech companies, ad/pr agencies and creative agencies throughout Silicon Valley and the world.

I've worked on live action films, animated feature films, television and commercials and have extensive experience with 2D, 2.5D and 3D shots. I've developed a sharp eye for creating top quality realistic and stylized work with strong visual appeal. I thrive in a team environment and I'm known for being an enthusiastic contributor and creative problem solver. I'm passionate about digital image making and am always keen to keep up with the latest technologies.

In my spare time I'm an avid painter in oils and acrylics, including plein air painting. I'm well trained in the fundamentals of illustration and design: composition, color theory, perspective, human and animal anatomy. Samples of all my work can be found in my online portfolio: www.ovalpeg.com.

Feature Film Credits:

- Avengers: Infinity War
- Christopher Robin
- Teenage Mutant Ninja Turtles
- James Bond: Spectre
- Geostorm
- Kingsman: Secret Service
- The Great Gatsby
- White House Down
- Hercules

- Vampire Academy
- Riddick
- Total Recall
- Avatar
- Where the Wild Things Are
- Clash of the Titans
- Prince of Persia
- The Tale of Despereaux

Television Show Credits:

- The Mandalorian
- Doctor Who
- Sherlock
- Frankenstein Chronicles
- The Woman in White
- Coronation Street
- Sinbad
- Primeval
- Merlin

Video Game Credits:

- Blackpoint Studios:
Iron Man cinematics
- Bioware:
Mass Effect 3 commercial
- Radical Entertainment:
Prototype 2 commercial

Skills:

- Matte Painting: 2D and 2.5D
- Concept Art
- 3D Environments (Modeling, Texturing, Lighting, Rendering)
- Nuke projection and basic compositing
- Illustration: Digital & natural media

Software:

3D Software:

- Maya
- Zbrush
- Substance Painter
- Unreal Engine*
- 3D Studio Max**
- Cinema 4D**

* Newly learned / Currently learning

** Lapsed, but could get up to speed if needed

2D Software:

- PhotoShop
- Illustrator

Compositing/Editing:

- Nuke
- Premiere Pro

Platforms:

- Windows, Linux and Mac

EXPERIENCE

Freelance – Senior Matte Painter, Concept Artist and Illustrator

May 2015 – Present

I'm currently working primarily as a freelancer. My clients include Universal Pictures, Mousetrappe, Edelman, Nvidia, The Mill (London, NY & LA), and Prime Focus World among others.

ILM (Lucasfilm) SF – Senior Matte Painter, Environment Artist

Jun 2020 – Sep 2020

At ILM I worked on The Mandalorian season 2.

Framestore London – Senior Matte Painter, Environment Artist

Feb 2018 – April 2018

I returned to London for 3.5 months to work on Avengers: Infinity War and Christopher Robin.

ILM (Lucasfilm) SF – Matte Painter, Texture/Environment Artist

Mar 2016 – May 2016

At ILM I worked on Teenage Mutant Ninja Turtles.

Double Negative – Senior Matte Painter **Feb 2015 – May 2015**

At Double Negative I worked on James Bond: Spectre and Geostorm.

Prime Focus – Senior Matte Painter, Concept Artist **Sep 2012 – Sep 2014**

At Prime Focus in London I worked on Kingsman: Secret Service, The Great Gatsby, White House Down, Two Faces of January, Hercules and Vampire Academy.

Mokko Studio – Matte Painter **Jul 2012 – Sep 2012**

At Mokko Studio in Montreal I worked on Riddick.

Baseblack – Matte Painter **Mar 2012 – July 2012**

At Baseblack in London I worked on Total Recall.

The Mill – Matte Painter, Digital Environments, Concept Artist **Jan 2010 – Mar 2012**

At The Mill in London I worked on Doctor Who, Primeval, Merlin, Sherlock and various other shows. While there I learned to create a 3D environment from beginning to end (using Cinema 4D & Nuke).

Framestore – Matte Painter, Concept Artist **Nov 2007 – Jan 2010**

At Framestore in London I worked on numerous live action films as well as the animated feature film: The Tale of Despereaux. Framestore was my introduction to visual effects and matte painting.

Blackpoint Studios – Matte Painter, Concept Artist (Game Cinematics) **July 2007 – Nov 2007**

At Blackpoint Studios in SF I created cinematics for the Iron Man video game.

Cisco Systems, Inc. – Digital Illustrator, Presentation Designer **Sep 2000 – July 2007**

At Cisco I created presentations for the executive staff using PhotoShop, Illustrator and PowerPoint. I also created illustrations for various marketing collateral and websites.

Freelance Digital Illustrator, Graphic Designer **2001 – 2005**

I worked with various design agencies creating paintings, sketches, storyboards, presentations, diagrams, web graphics and highly detailed illustrations for a variety of companies including Disney, Apple, Adobe, Cisco, Hitachi, Sun Microsystems and Canon.

EDUCATION

I have a BFA in Illustration/Animation. I graduated, Cum Laude, from San Jose State University in 2003.

HONORS AND AWARDS

Emmy Nomination: Sherlock – Study in Pink

Outstanding Special Visual Effects For A Miniseries, Movie Or A Special, 2011

I was honored to have been one of a team of five artists at The Mill that received an Emmy nomination that was given to BBC's production of Sherlock.

The Society of Illustrators

In 1999 and 2003 I was one of the top winners of the prestigious Society of Illustrators Award, winning prizes of \$2000 and \$1000, respectively.

Featured in "The Human Form" national juried exhibition at the Illinois Institute of Art in Chicago, 2006.

Featured in "Trains Past, Present, Future" national juried exhibition at the St. Louis Artists' Guild, 2006.

Featured in the SJSU President's Letter as a standout student in the SJSU 3D animation program, 2003.

Nationality and Citizenship

I possess 3 citizenships along with current passports for each one: American, British and Croatian. I'm currently based in the San Francisco Bay Area. However, I'm open to short stints abroad if my position calls for it. My passports allow me to work throughout Europe and the UK for any length of time without need for visas or sponsorship. I've previously worked in the UK for 8 years and my Croatian passport allows me to work in Europe despite Brexit.