



EMPLOYMENT

Oct. 2021 - Mar. 2023

Ghost FX

Star Trek Picard seasons 2-3, The Uglies, Chief of War

Mar. 2020 - Aug. 2020

Halon Entertainment

New World MMO PC game from Amazon

Dec. 2014 - Aug. 2019 (off and on)

Mousetrappe

Disneyland Main Street, Disney World Tree of Life, and Kennedy Space Flight Center 3D/VR light projection shows.

Feb. 2020 - July 2020

CBS VFX

Toyota truck commercial, The Walking Dead, Walker Texas Ranger

Feb. 2019 - May 2019

Crafty Apes

Stranger Things season 3, The Village season 1, Creepshow season 1, The Way Back, The Society season 1

Oct. 2018 - Feb. 2019

Sony Pictures Entertainment

Escape Room, Men in Black International

Aug. 2002 - 2018 (off and on)

Electric Entertainment

The Librarian 1,2,3, Flyboys, Across the Universe, Leverage seasons 1-3, Librarians seasons 1-4, Geostorm, Bad Samaritan, Outpost season 1.

Oct. 2011 - Jan. 2013

Fusion CI Studios

Once Upon a Time season 1, Cupcake Wine/Vodka commercial, The Girl with the Dragon Tattoo opening credits, Crysis 3 game commercial, Primeval season 2

May 2009 - July 2009

Shadow Machine

Titan Maximum season 1

Feb. 2007 - April 2007

Jim Henson Studios

The Adventures of TJ Bearytales
Sid the Science Kid seasons 1-2

Other Contract Work:

BrainZoo

BuckTV

Reality Check

Gradient Effects

Almost Human

MotionLit

SpeedShape

Ring of Fire

forrest arnold 3D/VFX
GENERALIST

Website

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PROFESSIONAL SUMMARY

Highly skilled and versatile

3D generalist with over 20 years

experience in all areas of pre and post production, with the ability to provide a wide range of solutions for high-end, photo-realistic digital effects.

Comfortable working on a team as well as supervising and leading other artists to complete projects on time and above expectations.

TECHNICAL SKILLS

3D Software

- ♦ Maya
- ♦ Blender
- ♦ Mudbox
- ♦ Unreal/Unity
- ♦ Houdini

Lighting

- ♦ Redshift
- ♦ VRay
- ♦ Arnold
- ♦ Solaris

2D Software

- ♦ Photoshop
- ♦ After Effects
- ♦ Nuke

Plugins

- ♦ Fume FX
- ♦ Fracture FX

EDUCATION

Savannah College of Art and Design - 2000
BFA in 3D Computer Art and Game Design