

PABLO ROS

<http://www.rospablo.com>



[LinkedIn](#)



[Personal IMDb](#)

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EXPERIENCE

07/2012 – 12/2012

Project Manager, Game Designer, 2D Artist



VFS Student Project – *UnBoxed* –
DigiBC 1st Place Student Interactive Property Completion

VFS

07/2010 – 08/2010

Computer Graphic Trainee

- Rotoscoping, Modeling
- Slow-Motion Camera Assistant

[Forêt-Bleue](#)

07/2009 – 07/2009

Color Grading Trainee



Calibration trainee on [Océans](#)

Galatée Films
[DIGIMAGE](#)

05/2008 – 06/2008

Second Assistant Camera



Shooting at Digital Dimensions
Townsville, QL, AUSTRALIA on [Océans](#)

Galatée Films
[Digital
Dimensions](#)

06/2006 – 07/2006

Set Design Trainee



Props person on [Kaamelott](#)

[Calt Production](#)

EDUCATION

01/2012 – Present

Game Design – Vancouver Film School

Level Design - Story Telling streams

VFS

TOOLS



Unreal - Unity - Photoshop - Maya - Nuke - Office

HOBBIES

Video-Games - Cinema - Board-Games – Sciences – Technologies –
Military Weaponry - Martial Arts – Trekking – Drawing – Nature – Animals