

Andrew Hodgson - Hard Surface Modeller

Personal Details

Nationality: Australian/ British

Current Location: Vancouver, Canada

Email: Contact@Andrew-Hodgson.com

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Primary Skills: Main focus in hard surface modelling and design.

Work History

Method Studios Vancouver, Canada

November 2017 - present

- Avengers: Infinity War

Industrial Light & Magic (ILM) Vancouver, Canada

October 2015 - November 2017

- Valerian and the City of a Thousand Planets: Hard Surface Modeller
- Transformers: The Last Knight
- Star Wars: The Last Jedi
- Solo: A Star Wars Story

The Moving Picture Company (MPC) London, England

August 2013 - September 2015

- Guardians of the Galaxy: Hard Surface Modelling
- Terminator : Genisys: Hard Surface Modelling
- The Finest Hours: Hard Surface Modelling
- The Hunger Games: Mocking Jay Part Two: Hard Surface Modelling
- Pirates of the Caribbean: Dead Men Tell No Tales: Hard Surface Modelling
- Independence Day Resurgence: Hard Surface Modelling

minor roles:

- The Martian: Modelling
- Night at the Museum 3: Modelling
- Godzilla: Texturing
- American Sniper: Modelling

The Moving Picture Company (MPC) London, England

Film Runner from May 2013 - July 2013

Education

2009 - 2011

Advanced Diploma of Graphic Design and Multimedia

Central Institute of Technology (Western Australia)