

Skills & Abilities

Compositing, CG Compositing, Keying, 2D & 3D Tracking, Frame by Frame Paint, 3D Projection, Color Correction, Python for Nuke, Element Integration, Rotoscoping

Work Experience

Composer – Image Engine Design Inc

July 2021 to Present

Worked doing advanced CG comps alongside our lighting and FX teams. Integrated CG creatures, CG set extensions, vehicles, and explosions. Also executed advanced screen keys and implemented foreground elements over new backgrounds.

- “The Book of Boba Fett” 2021
- “Willow” 2022
- “School of Good and Evil” 2022
- “Ahsoka” 2023

BG Prep Artist – Scanline VFX

March 22nd 2021 to July 2021

Worked as a prep artist in a more senior position, creating clean plates while preserving the original plate.

Composer – Ingenuity Studios

March 1st to March 22nd 2021
Nov 2019 to May 2020

Worked doing CG Comps, FX Comps, deep compositing, 2d Comps, screen replacements, set extensions, color work, keying, and tool development. Trained new staff on company structure and pipeline. Developed the look for shots and tutored artists on new techniques.

- “Penny Dreadful: City of Angels” 2020
- “Away” 2020 Netflix Original

BG Prep Artist – Image Engine Design Inc

Jan 2018 to Nov 2019

Worked preparing each plate through matte generation/roto-scoping, paint outs (marker removals, removing rigs, flashing lights, camera and crew), grain removal, grain matching, and set extensions.

- “Game of Thrones Season 8” 2019
- “Spider-man: Far From Home” 2019

Education

Lost Boys | School of Visual Effects Compositing Program Diploma 2017 to 2018

Software

Nuke, Silhouette, Python, Mocha, Maya, After Effects, Photoshop, Premiere