

## Objective

I have 20 years of professional experience in VFX for television and independent film. I am now looking for an opportunity to make new contacts and work on larger film projects.

## Skills & Abilities

I am primarily a compositor working in Nuke.

However, I am also an experienced visual effects generalist. I have substantial experience as a matchmover and tracker (currently working in SynthEyes and Mocha) as well as general CG work in Houdini. I am capable of scripting in Python and have built studio-wide pipeline tools for a wide array of tasks.

## Experience

### VFX Generalist, **BluFire Studios**

Feb 2009 – Present

- Responsible for compositing, matchmoving, and pipeline development on a variety of television, film, and commercial projects, including "The Outpost" for the CW, "Leverage: Redemption" for Amazon, and "The End is Nye" for ABC.

### Freelance Artist, **RF Animation LLC**

Jan 2004 – Present

- As a freelancer, I have been responsible for all VFX on many independent films and other projects. At present, I have completed over 50 independent films.

### Senior Compositor, **Refuge VFX**

Jan 2022 – Mar 2022, invited back Jan 2023 – Nov 2023

- Responsible for compositing on several high-end television projects, including FX Network's 'Shogun', Apple TV's 'Manhunt' and 'For All Mankind'.

### Senior Compositor, **Gradient Effects**

Oct 2021 – Jan 2022

- Responsible for compositing work on 'Spider-Man: No Way Home'. I was then asked to extend my availability and work on 'Star Trek: Picard', and 'Star Trek: Strange New Worlds'.

### Compositor, **Lumenas Animation Studios**

Sep 2008 – Mar 2009

- Responsible for Nuke compositing, general 3D in Maya, and matchmoving in PFTrack for an independent stop-motion animated feature film.

### VFX Generalist, **Sandman Studios**

Jan 2004 – Dec 2007

- Responsible for tight turnaround compositing for film and television; Maya modeling, shaders, and renders; PFTrack matchmoving.

## References

Chris Wells  
Partner, BluFire Studios  
1 (801) 234-0577

Ryan Quinlan  
My 2D Supervisor on 'Spider-Man: No Way Home' at Gradient Effects  
1 (310) 795-6820

Allan MacKay  
My project supervisor and 3D Supervisor at Refuge VFX.  
1 (310) 883-5949