

Objective

I have 16 years of professional experience in VFX for television and independent film. I am now looking for an opportunity to work on major 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 and simulation 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.

Compositor, Lumenas Animation Studios

Sep 2008 – Mar 2009

- Responsible for Nuke compositing, general 3D in Maya, and matchmoving in PFTrack for an independent 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.

Education

Brigham Young University – 2004 BFA, Animation

Reference

Chris Wells

Partner, BluFire Studios

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