

# **Joel Ashman**

**Constellation Effects, Inc.**

**VFX Supervisor/Visual Effects Artist/Stereoscopic Composer/Designer**

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## **Objective:**

*I truly enjoy working with technology and film/video. It's not only a career but also a hobby. As one might ask "where do you see yourself in five to ten years?" I'd have to reply a leader in my field. I believe in order to do so, one needs to become a master of the tools that he or she uses rather than let the tools (software and hardware) guide them into their profession. For me, becoming that master is an ever-ongoing process that entails getting as much experience as possible and learning from those who know more than myself. In an attempt to further myself, I continue to look for available businesses that might be willing to offer a willing and talented Visual Effects Artist/Designer/Creative Director the opportunity to become a part of the team and learn from those who know more than he does as well as allow him to offer his experience and knowledge to those who seek it.*

## **Professional Experience**

### **Shed Media**

Los Angeles, California

*November 2017 and Ongoing*

*Position: : Senior Stereoscopic Composer/Designer*

NDA Contract Project

### **Big Door Studios**

El Segundo, California

*October 2017*

*Position: : Senior Stereoscopic Composer/Designer*

Youtube/Fox Sports Net Promo Dogers Championship Game.

### **Syndrome Studio**

Los Angeles, California

*March 2017 to March 2017 and Ongoing*

*Position: : Senior Stereoscopic Composer/Designer*

"Planet of the Apes" opening titles/interstitials

### **Constellation Effects Inc.**

West Los Angeles, California

*October 2016 to December 2016 and Ongoing*

*Position: : Senior Art Director/Animator/Composer*

"King Kong 2017" Main Title as well as localization to other language markets.

### **Cai Studio**

Los Angeles, California

*September 2016 to October 2016 and Ongoing*

*Position: : Senior Creative Director*

Senior Creative Director on the film "The Three Hares".

### **Inhance Digital**

Los Angeles, California

*May 2016 to June 2016 and Ongoing*

*Position: : Senior Composer/Designer*

Multi installation and development of original interactive content across a multitude of transparent LCD screens and VR as part of a multi million dollar build out for the the Harris Corporation.

**Therapy Studios**  
Los Angeles, California

*April 2016 and Ongoing*

*Position: : Senior Composer/Designer*

Compositing on a Nissan Commercial and “Call of Duty” Cinematic.

**Arsenal Creative**  
Santa Monica, California

*March 2016 and Ongoing*

*Position: : Senior Flame Artist*

Compositing and Roto on Apple “Liam” Commercial Campaign.

**Alpine Labs**  
Los Angeles, California

*January 2016 to February and Ongoing*

*Position: : Senior Creative Director/Designer*

VFX Compositing, and Design on “Fight of the Living Dead”

**Mirada**  
Los Angeles, California

*January 2016 to February and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX Compositing, and Design on Video Game

**Mind Over Eye**  
Santa Monica, California

*December 2015 to January 2016*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX Compositing, and Design on Infinity Promo for the Detroit AutoShow.

**Vampire Diaries**  
Hollywood, California

*July 2015 to November 2016*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX Compositing, and Design on Vampire Diaries, Season 3

**11:11 Mediaworks**  
Santa Monica, California

*March-April 2015 and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX Compositing, and Design on “Kidnap” Film.

**Vanashing Angle**  
Santa Monica, California

*February 2015 and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX Compositing, and Design on Google Campaign.

**Stardust**  
Santa Monica, California

*January 2015 and Ongoing*

*Position: : Senior Flame Artist*

VFX Compositing, and Design on NFL Football Promo's.

**Cartoon Network**  
Burbank, California

*October 2014-January 2015 and Ongoing*

*Position: : Senior Desktop Artist/Compositor/Designer*

VFX Compositing, and Design on “Black Dynamite” Cartoon.

**Who You Are**  
Los Angeles, California

*October 2014 and Ongoing*

*Position: : Senior Desktop Artist/Compositor/Designer*

VFX Compositing, and Design on “Woohoo” Preview Interstitials.

**Wildlife**  
Culver City, California

*March 2014 — June 2014 and Ongoing*

*Position: : Senior Desktop Artist/Compositor/Designer*

VFX Compositing, and Design on Lifetime’s “Witches of Eastwick” Integrated Campaign.

**Spy Post**  
Santa Monica, California

*March 2014*

*Position: : Senior Flame Artist*

VFX Compositing, Design and Color Correction on Chicago Fire.

**Stardust Studios**  
Santa Monica, California

*January 2014 and Ongoing*

*Position: : Senior Flame Artist*

VFX Compositing, Design and Color Correction on Jordan Retro Commercial Campaign.

**yU&Co**  
Hollywood, California

*November 2013 — January 2014 and Ongoing*

*Position: : Senior Desktop Artist/Compositor/Designer*

VFX Compositing, Design and Color Correction on the film “Robocop 2014”

**Wildlife**  
Culver City, California

*September 2013 — November 2013 and Ongoing*

*Position: : Senior Desktop Artist/Compositor/Designer*

VFX Compositing, Design and Color Correction on Bolthouse Juices Campaign.

**Carbon VFX**  
Santa Monica, California

*September 2013 and Ongoing*

*Position: : Flame Artist*

VFX Compositing, Design and Color Correction on Kia Dealer Campaign.

**Royale**  
Los Angeles, California

*August 2013 and Ongoing*

*Position: : Senior Desktop Artist/Compositor/Designer*

VFX Compositing, Design and Color Correction on Disney Channel Graphics Package.

**Ignition Creative**  
Playa Del Rey, California

*June 2013 – August 2013 and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX Compositing, Design and Conform on Monday Night Football Opening and Rebrand for ESPN.

**The Graphic Film Company**  
Los Angeles, California

*May 2013*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX Compositing and Design on “Night of the Living Dead: Origins 3D”.

**Arsenal FX Color**  
Santa Monica, California

*April 2013 on and off through June and Ongoing*

*Position: : Senior Flame Artist*

VFX Compositing and Design work on “Bloodline” TV Pilot and other Episodics.

**Prologue**  
Venice, California

*January 2013- May 2013 and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer/Flame Artist*

VFX compositing and design work on “Iron Man 3”.

**Fugitives**  
Los Angeles, California

*January 2013 and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX compositing and design work on CNN Anthony Bourdain Promo Campaign.

**BrainZoo Studios**  
Van Nuys, California

*September 2012 – December 2012 and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX compositing and design work on movie “The Avengers: Heros United”.

**Steele VFX**  
Culver City, California

*August 2012 and Ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX compositing and design work on Overstock.com commercial campaigns.

**Steam VFX**  
Santa Monica, California

*July 2012-July 2012*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX compositing and design work on commercial campaigns.

**Steele VFX**  
Culver City, California

*June 2012 and ongoing*

*Position: : Senior Desktop Artist/Composer/Designer*

VFX compositing and design work on Noodle House commercial campaigns.

**ShutterPunch VFX**  
Los Angeles, California

*March 2012-June 2012 and ongoing*

*Position: : Senior Desktop Artist/Composer*

VFX work on episodic tv shows such as “Breaking In” and “The Selection” among others.

**Prologue**  
Venice, California

*November 2011-January 2012 and ongoing*

*Position: : Inferno/Flame Artist and Senior Desktop Artist/Composer*

Opening Title Sequence “Mission Impossible 4, Ghost Protocol”, VFX work on “Prometheus” and “Battleship”.

**Create Advertising**  
Hollywood, California

*March 2011-August 2011 and ongoing*

*Position: : Senior After Effects Artist/Composer*

“Twisted Metal” Playstation Game Cinematics within the game

**Yu&Co**  
Hollywood, California

*January 2011-March 2011 and ongoing*

*Position: : Senior After Effects Artist/Composer*

“Call of Juarez-The Cartel” Playstation Game Cinematic

**Arsenal FX**  
Santa Monica, California

*January 2011-January 2011*

*Position: Inferno/Flame Artist and Senior Desktop Artist/Composer*

M&M and Dr. Dre Grammy Music Video and Stage graphics.

**Animal FX West**  
Venice, California

*December 2010-December 2010*

*Position: Inferno/Flame Artist and Senior Desktop Artist/Composer*

Cindy Crawford Furniture Line, Beauty work on Cindy Crawford.

**Ring of Fire**  
Santa Monica, California

*September 2010-December 2010*

*Position: Inferno/Flame Artist and Senior Desktop Artist/Composer*

Multiple Commerical Camapaigns such as Microsoft and Radioshack Holiday Campaigns.

**Yu&Co**  
Hollywood, California

*August/September 2010 and ongoing*

*Position: Senior After Effects Artist/Composer*

After Effects Artist/Composer on LG/Google Mobile Phone Campaign & 3ality Digital Stereoscopic ID.

**Greenhaus Design**  
Culver City, California

*July 2010 and ongoing*

*Position: Senior After Effects Artist/Composer*

After Effects Artist/Composer on BLA Trailer.

**Butcher Editorial**  
Santa Monica, California

*April 2010 thru May 2010 and ongoing*

*Position: Inferno/Flame Artist and Desktop Artist/Composer*

Flame Artist/Composer on Lexus and Starbucks Commercial Campains.

**Saints LA**  
Los Angeles, California

*April 2010 and ongoing*

*Position: Flame Artist/Composer*

Flame Artist/Composer on Kodak Printers Commercial Campaign.

**The Lab**  
New York, New York

*March 2010 and ongoing*

*Position: Senior After Effects Artist/Composer*

After Effects Artist/Composer on Cadillac Commercial Campaign.

**Butcher Edit**  
Santa Monica, California

*January 2010 thru March 2010 and ongoing*

*Position: Inferno/Flame Artist and Desktop Artist/Composer*

Inferno/Flame Artist on various commercial campaigns such as Toyota Sienna Superbowl campaign, Volkswagon, and Fifth Third Bank.

**Giantsteps**  
Santa Monica, California

*January 2010 and ongoing*

*Position: After Effects Artist/Composer*

After Effects Composer on Ludacris Music Video.

**Blind**  
Santa Monica, California

*December 2009 and ongoing*

*Position: Senior Flame Artist*

Flame Artist on Jello Commercial.

**Sunset Editorial**  
Los Angeles, California

*November 2009-November 2009*

*Position: After Effects Artist/Composer*

After Effects Artist/Composer on Shakira "Give It To Me" Music Video.

**Paranoid U.S.**  
Culver City, California

*October 2009 thru November 2009 and Ongoing*

*Position: Senior Inferno/Flame Artist/After Effects Composer*

Senior Inferno/Flame Artist/After Effects Composer on various commercial campaigns such as Fed EX/Monstors.com/Polaroid.

**Cimarron Entertainment**  
Hollywood, California

*August 2009 to October 2009*

*Position: Senior Creative Director and Manager Design/VFX Dept. Theatrical Division*

Senior Creative Director and Manager of entire Design/VFX Dept. responsible for bidding/supervision/and creative direction.

**Yu&Co**  
Hollywood, California

*June 2009 thru August 2009 and ongoing*

*Position: Senior Inferno/Flame Artist/Designer/Compositor*

Senior Inferno/Flame Artist/Designer on various film and commercial projects.

**Paranoid U.S.**  
Los Angeles, California

*June 2009 and ongoing*

*Position: Senior Inferno/Flame Artist*

Senior Inferno/Flame Artist on Enviga Commercial Campaign.

**Greenhaus**  
Culver City, California

*May 2009 and ongoing*

*Position: Senior Combustion/Designer/Compositor*

Senior Combustion Artist/Designer/Compositor on "Phelam123".

**Giantsteps**  
Venice, California

*March 2009 and ongoing*

*Position: Senior Combustion/Designer/Compositor*

Senior Combustion Artist/Designer/Compositor on Multiple Projects Film and Commercial

**Gradient FX**  
Marina Del Rey, California

*February 2009 and ongoing*

*Position: Senior Combustion/Designer/Compositor*

Senior Combustion Artist/Designer/Compositor on "The Ugly Truth".

**Brand New School**  
Los Angeles, California

*January 2009 and ongoing*

*Position: Senior Combustion/Designer/Compositor*

Senior Combustion Artist/Designer/Compositor on Denny's Commercial.

**Giantsteps**  
Venice, California

*December 2008 and ongoing*

*Position: Senior Combustion/Designer/Compositor*

Senior Combustion Artist/Designer/Compositor on Corbin Bleu Music Video.

**Proof**  
Los Angeles, California

*November 2008 and ongoing*

*Position: Senior After Effects Artist/Designer/Compositor*

Senior After Effects Artist/Designer/Compositor on Music Video.

**The Famous Group**  
Culver City, California

*October 2008 and ongoing*

*Position: Senior After Effects Artist/Designer/Compositor*

Senior After Effects Artist/Designer/Compositor on Barbie Campaign.

*August/September 2008 and ongoing*

**Stardust**  
Santa Monica, California

*Position: Senior After Effects Artist/Designer/Compositor*

Senior After Effects Artist/Designer/Compositor on Honda Odyssey Campaign.

**Yuco**  
Hollywood, California

*May 2008 thru September 2008 and ongoing*

*Position: Senior Inferno Artist/After Effects Artist/Designer/Compositor*

Senior Inferno Artist/After Effects Artist/Designer/Compositor on 500 shots to the film "Game 2008".

**Pacific Title & Art Studio**  
Hollywood, California

*April 2008 and ongoing*

*Position: Senior After Effects Artist/Designer/Compositor*

Senior After Effects Artist/Designer/Compositor on "Hancock" Main on End Titles.

**Buster Design**  
Los Angeles, California

*February to March 2008 and ongoing*

*Position: Senior After Effects Artist/Designer/Compositor*

Senior After Effects Artist/Designer/Compositor on "Mrs. Butterworth" Commercials.

**Prologue**  
Santa Monica, California

*February 2008 and ongoing*

*Position: Senior After Effects Artist/Designer/Compositor*

Senior After Effects Artist/Designer/Compositor on "IDC" Commercial Campaign.

**Therapy**  
Santa Monica, California

*February 2008*

*Position: After Effects Artist/Designer*

After Effects Artist/Designer/Compositor on "Sony" Commercial Screener.

**Eden FX**  
Hollywood, California

*January to February 2008 and ongoing*

*Position: Senior After Effects Artist/Compositor*

Senior After Effects Artist/Compositor on "Nim's Island.

**Create Advertising**  
Culver City, California

*November 2007 to January 2008 and ongoing*

*Position: Senior After Effects Artist/Designer*

Senior After Effects Artist/Motion Designer on Sony CES Campaign and various Theatrical Trailers.

**Blind**  
Santa Monica, California

*October 2007 to Ongoing*

*Position: Senior Flame Artist*

Senior Flame Artist/After Effects Designer on Cell South Commercial.



**X1FX**  
Culver City, California

*October 2007 to Ongoing*

*Position: Senior Flame Artist*

Senior Flame Artist on film promo for Fred Claus.

**Grayscale Creative**  
Los Angeles, California

*September 2007 to Ongoing*

*Position: Senior Compositor/Designer After Effects Artist*

After Effects Compositing/Design on MGM Theatrical Channel Rebranding Graphics Package.

**Blind**  
Santa Monica, California

*September 2007 to Ongoing*

*Position: Senior Flame/Inferno Artist*

Flame Compositing on Cellullar South Commerical Campaign.

**20Twenty**  
Santa Monica, California

*August 2007 to Ongoing*

*Position: Senior Flame/Inferno Artist*

Flame Compositing on Nike Commercial Campaign.

**Ring of Fire**  
Santa Monica, California

*August 2007 to Ongoing*

*Position: Senior Flame/Inferno Artist*

Flame Compositing on AT&T Commerical Campaign.

**ShadowPlay Design Studio**  
Los Angeles, California

*July 2007 to Ongoing*

*Position: Senior Compositor and After Effects Artist*

After Effects Compositing on Safeway Commercial Campaign.

**Ayzenberg Agency**  
Pasadena, California

*July 2007 to Ongoing*

*Position: Senior Compositor and After Effects Artist*

After Effects Compositing on Stuntaman Video Game Cinematic.

**Golden Era Productions**  
Hemet, California

*June 2007 to Ongoing*

*Position: Senior Flame Artist/Visual FX Artist*

Flame Compositing on various theatrical films for L. Ron Hubbard.

**Sight Effects**  
Santa Monica, California

*May 2007 to May 2007*

*Position: Flame Artist/Compositor*

Flame Compositing on Time Warner Commercial Campaign.

**Sony Imageworks**  
Culver City, California

*April 2007 to May 2007*

*Position: Senior Flame Artist/Visual FX Artist*

Flame Compositing on various theatrical films and trailers such as "I am Legend".

**Sway Studios**  
Culver City, California

*April 2007 to Ongoing*

*Position: Flame Compositing and Design*

Flame Compositing on "Ford" Commercial for JWT Detroit.

**Studio Ember**  
Venice, California

*April 2007 to Ongoing*

*Position: After Effects Compositing and Design*

After Effects Compositing and Design on "Microsoft" Commercial.

**Riot**  
Santa Monica, California

*March 2007 to Ongoing*

*Position: Flame/Inferno Compositing*

Flame/Inferno Compositing on "Die Hard 4" Theatrical Trailer.

**Zoic Studios**  
Culver City, California

*February 2007 to Ongoing*

*Position: After Effects Compositing*

After Effects Compositing on Sun Server Commercial.

**Riot**  
Santa Monica, California

*February 2007 to Ongoing*

*Position: Flame/Inferno Compositing*

Flame/Inferno Compositing on Christina Aguilera "Candy Man" Music Video.

**X1FX**  
Culver City, California

*February 2007 to Ongoing*

*Position: Flame/Inferno Compositing and Supervision*

Flame/Inferno Compositing and Supervision on Lumidee Music Video.

**Shine**  
Los Angeles, California

*February 2007 to Ongoing*

*Position: After Effects Design and Compositing*

After Effects design and compositing on Fox Reality Promos and a show open for "The Winner".

**Logan**  
Venice, California

*January 2007 to Ongoing*

*Position: Flame/Inferno Compositing*

Flame/Inferno Compositing on Hilton/Double Tree Hotels.

**Method** *January 2007 to Ongoing*  
Santa Monica, California

*Position: Flame/Inferno Compositing*

Flame/Inferno Compositing on Kia Car Campaign and Toyota Superbowl Spot.

**Base2Studios** *January 2007 to Ongoing*  
West Los Angeles, California

*Position: Flame/Inferno/After Effects/Combustion Compositing Supervisor*

Flame/Inferno/AE/Combustion Compositing Supervisor on Las Vegas Miracle Mile Mall Interactive Installation.

**Universal Images** *December 2006 to December 2006*  
Southfield, Michigan

*Position: Flame/Inferno Compositing*

Flame/Inferno Compositing on Various Commercial Campaigns including Jeep Cherokee / Ford Expedition / PNC Bank.

**X1FX** *December 2006 to Ongoing*  
Culver City, California

*Position: Flame and After Effects and Cinema 4D Compositing and Design*

Flame/Inferno Design and Compositing on "Sammie" Music Video.

**Fox Studios** *September 2006 thru December 2006 and Ongoing*  
Beverly Hills, California

*Position: Flame and After Effects and Cinema 4D Compositing and Design*

Flame/After Effects Design and Compositing on various national branding and promotions.

**Radium** *September 2006 to Ongoing*  
Santa Monica, California

*Position: After Effects Design and Compositing*

After Effects/Flame Design and Compositing on Target Campaign.

**Shine** *July 2006 to Ongoing*  
Los Angeles, California

*Position: After Effects Design and Compositing*

After Effects Design and Compositing on Sony and Quantel Campaigns.

**Ring of Fire** *August 2006 to Ongoing*  
West Hollywood, California

*Position: Inferno Compositing*

Discreet Inferno Compositing on NFL Replay TV campaign.

**Big Machine Design**  
Hollywood, California

*July 2006 to Ongoing*

*Position: After Effects Design and Compositing*

After Effects Design and Compositing on Trico Commercial Spot and Gene Simmons Family Jewels.

**Blissium/Motiv Films**  
Santa Monica, California

*April 2006 thru June 2006 to Ongoing*

*Position: VFX Supervisor/Creative Director*

Lead Visual Fx Artist/Creative Director on various commercial projects.

**Blind**  
Santa Monica, California

*April 2006 to Ongoing*

*Position: Flame Artist/Visual FX Compositing*

Flame Artist/After Effects Designer Dunkin Donuts and Gnarles Barkley "Crazy" Music Video.

**GTN**  
Oak Park, Michigan

*March 2006 to Ongoing*

*Position: Inferno/Flame Artist*

Inferno/Flame Artist for American Equity Mortgage through Doner.

**Golden Era Productions**  
San Jacinto, California

*February 2006 to Ongoing*

*Position: Inferno/Flame Artist*

Inferno/Flame Artist and Instructor on various restorations of films of L. Ron Hubbard.

**Hydraulx**  
Santa Monica, California

*January 2006 to January 2006*

*Position: Inferno/Flame Artist*

Inferno/Flame Artist on films & music video projects i.e. "The Adventures of Poseiden" and Flyleaf.

**Brickyard VFX**  
Santa Monica, California

*January 2006 to Ongoing*

*Position: Inferno/Flame Artist*

AT&T Olympics Campaign Composer/Artist.

**Ring of Fire**  
West Hollywood, California

*October 2005 to Ongoing*

*Position: Inferno Artist*

Inferno Artist on Wieden + Kennedy Nike Campaign.

**GTN**  
Oak Park, Michigan

*September 2005 to Ongoing*

*Position: Inferno/Flame Artist*

Inferno/Flame Artist for Detroit Auto Show through Cambell-Ewald.

**B1 Media**  
Studio City, California

*August 2005 to December 2005*

*Position: Senior Composer/Combustion/After Effects Artist*

Designer/Animator/Composer for History Channel Release “Book of the Dead” and other projects.

**Imaginary Forces**  
Hollywood, California

*June 2005 to Ongoing*

*Position: After Effects Artist*

Designer/Animator for “Legend of Zoro Titles.”

**Yuco**  
Hollywood, California

*November 2004 to June 2005 and Ongoing*

*Position: Inferno Artist/After Effects Artist*

Compositing supervisor on various commercials projects and film projects.

**Entity FX**  
Santa Monica, California

*February 2005 to Ongoing*

*Position: After Effects Artist/Inferno Artist*

Compositing on the Television Show “Smallville”.

**Method**  
Santa Monica, California

*August 2004 to Ongoing*

*Position: Flame Artist/Visual FX Compositing*

Inferno Artist for Nissan Spots.

**Blind**  
Santa Monica, California

*August 2004 to Ongoing*

*Position: Flame Artist/Visual FX Compositing*

Flame Artist/VFX Supervisor for Jet Music Video “Look What You’ve Done”.

**Disney/ABC Networks**  
Burbank, California

*July 2004 to Ongoing*

*Position: Flame Artist/Visual FX Compositing*

Flame Artist for various jobs ranging from simple rotoscope and beyond.

**Stan Winston Studios**  
Van Nuys, California

*February 2004-July 2004 and Ongoing*

*Position: Visual FX Composer Combustion and After Effects*

Visual FX Composer for multiple films including “Keeper: The Legend of Omar Khayyam” and “Sky Captain and A World of Tomorrow

**Panoply Pictures**  
Hollywood, California

*January 2004 to February 2004*

*Position: Flame/Inferno Artist*

Flame Artist for “Traffic” Miniseries, “Shindlers List” Titles. General Hospital Soap Opera, etc, Titles, Conforms, and Onlines.

**Fox Studios**  
Beverly Hills, California

*December 2003 to Ongoing*

*Position: Flame Artist*

Flame Artist for Fox Sports Net and Fox Sports Promotions National Campaigns and Designs as well as Regional Campaigns for other markets.

**Zoic Studios**  
Culver City, California

*October 2003 to Ongoing*

*Position: Flame/Inferno/Combustion/AfterEffects Artist*

Freelance Composer for "Battle-Star Gallactica."

**Click 3X**  
New York, New York

*October 13 2003 to October 17*

*Position: Flame/Inferno Artist*

Freelance Composer for projects including "Samsung Butterfly" and "Travelocity Logo Identity."

**Stan Winston Studios**  
Van Nuys, California

*August 2003 to Ongoing*

*Position: Composer/Various Applications*

Freelance Composer for the film "Cat in the Hat" and "Lincoln Memorial Project."

**S4 Studios**  
Hollywood, California

*March 2003 to Ongoing*

*Position: After Effects Artist/Composer*

Freelance After Effects Artist/Composer for theatrical trailer to "Legally Blonde 2" and "A League of Extraordinary Gentleman." In addition, I supervised the effects and composited/online a teaser trailer for "Agent Cody Banks 2."

**Whoodoo EFX Inc.**  
Santa Monica, California

*March 2003 to July 2003*

*Position: Inferno/Flame Artist*

Freelance Inferno/Flame Artist for selected shots in the film "Xmen 2."

**Mixin Pixls**  
Santa Monica, California

*March 2003 to July 2003*

*Position: Inferno/Flame Artist*

Freelance Inferno/Flame Artist for 15 minute "Interactive Health" Infomercial.

**The Syndicate**  
Santa Monica, California

*February 2003 to Ongoing*

*Position: Inferno/Flame Artist*

Freelance Inferno/Flame Artist for the Film "Torque".

**Digital Domain**  
Venice, California

*February 2003 to June 2003*

*Position: Inferno/Flame Artist*

Freelance Inferno/Flame Artist for various Commercials and Film Work.

**Gorilla Post**  
Santa Monica, California

*January 2003 to May 2003*

*Position: Flame Artist*

Freelance Flame Artist for various Music Videos.

**Boxer Films**  
Los Angeles, California

*December 2002 to January 2003*

*Position: Principle Composer for Justin Klarenbeck on an AT&T Commercial*

Principle Composer for "AT&T" Commercial.

**Milne FX**  
Los Angeles, California

*December 2002 to December 2002*

*Position: Flame/Flint Artist*

Freelance Flame/Flint Artist for television show "JAG."

**S4 Studios**  
Van Nuys, California

*November 2002 to November 2002*

*Position: After Effects/Combustion Artist*

Freelance After Effects/Combustion Artist for film trailer work on a "League of Extraordinary Gentleman."

**Illusion Arts**  
Van Nuys, California

*October 2002 to October 2002*

*Position: Inferno/Flame Artist*

Freelance Inferno/Flame Artist for shots in the film "Bruce Almighty" through Hollywood Digital.

**Hollywood Digital**  
Hollywood, California

*October 2002 to November 2002*

*Position: Inferno/Flame Artist*

Freelance Inferno/Flame Artist for various Music Videos and Films.

**Palomar Pictures**  
Los Angeles, California

*October 3, 2002 to October 9, 2002*

*Position: Inferno/Flame Artist*

Freelance Inferno/Flame Artist for SR-71 Music Video "Tomorrow". Directed by David Brooks, Produced By Dawn Fanning.

**Planet Blue**  
Santa Monica, California

*June 1999 to October 2002*

***Position: Inferno/Flame Artist and Macintosh/PC Design and Graphics***

Details of the position included knowledge of Unix based operating systems, namely Silicon Graphics, as well as specialized software used for compositing techniques and 3D animation with video and film. Specifically the position involved full and assisted oversight over online and offline compositing sessions utilizing both Discreet Inferno and Flame. Client relationship building was integral to the position and expected throughout employment. Design work was created both on devoted systems such as the Discreet Inferno and Flame as well as on traditional Mac's or PC's utilizing applications such as Adobe After Effects, Pinnacle Commotion, Discreet Combustion, Adobe PhotoShop and various other applications. Early stages of onsite logistics and visual effects supervision were also utilized on a limited number of certain projects. Integration within the team was an expected part of the position. I was solely responsible for entire online presence and support as well as the online trademark insignia. To do so, programming with HTML and JavaScript was a necessity.

**Postique/Griot Post Production**  
Southfield, Michigan

*May 1998 to April 1999*

***Position: Flame Artist and Macintosh Design and Graphics***

Details of the position included knowledge of Unix based operating systems, namely Silicon Graphics, as well as specialized software used for compositing techniques and 3D animation with video and film. The position also entailed being comfortable in front of clientele and a knowledge of how to explain the logistics of creating a particular effect and whether or not it was feasible under the guidelines of their budget and time constraints. Being an integral member of the graphics team also required a commitment to the project as well as the ability to work as a part of a team in creating a piece, ranging from commercial spots to internal industrial videos. Being a good story-teller doesn't hurt either—knowing how to visualize an idea, explain it to others, and put it down on paper before creating it in the digital environment makes for a much better final product.

**Infinite Horizons**  
Farmington Hills, Michigan

*May 1995 to May 1999*

***Position: President***

Details of the position included original initiative to build the business (a multimedia business specializing in four major areas, Desktop Publishing, Interactive CD-ROM, Web Creation/Internet Commerce, and Video), ability to effectively deal with clientele on a personal basis, ability to manage four other employees, and the ability to control all finances regarding and maintaining a sound business. Being the president of my own business also required me to be knowledgeable in all areas of the computer related field. It was necessary that I had a full understanding and know-how of every graphically related application on the Macintosh. It also required that I was responsible for the intrinsic details of each area that Infinite Horizons revolved around including printing, the Internet, animation, CD-ROM authoring, and video production. In addition, I also needed to be capable of effectively teaching others in specific areas that Infinite Horizons was structured around. Clientele relationships, and knowing how to make people feel comfortable in their surrounding was also a key necessity.

**Forest Post Productions**  
Farmington Hills, Michigan

*May 1997 to September 1997*

***Position: Assistant Editor***

Details of the position included familiarity and intrinsic knowledge of the "tape room," proficiency with technical equipment, the ability to effectively use and edit with Avids in front of clientele, as well as gaining as much experience off a Flame system as time would allow. In addition, I would sit in on on-line editing sessions helping with CG overlay and assisting the editor with various tasks. I also worked in the



graphics department creating various design elements and titles to be used in the edits using Macintosh and SGI based applications for projects.

**Electric Image**  
Santa Monica, California

*January 1997 to January 1999*

***Position: Beta Tester***

Details of the position required a commitment to verify errors in the software design of applications before they were released to the consumer market. The job also required me to be knowledgeable regarding computers and how they work as well as software design and interactivity. A thorough knowledge of the application is also required.

**Mac Summit**  
Santa Monica, California

*December 1996 to January 1997*

***Position: Assistant Teacher***

Details of the position included a through knowledge of Adobe Photoshop and all Metacreations software. It also entailed the ability to be descriptive in detail and understandable to those who were unfamiliar with the technology being used.

**Adobe**  
Mountain View, California

*November 1996 to Present*

***Position: Beta Tester***

Details of the position require a commitment to verify errors in the software design of applications before they are released to the consumer market. The job also required me to be knowledgeable regarding computers and how they work as well as software design and interactivity. A thorough knowledge of the application is also required.

**Metacreations**  
Carpinteria, California

*January 1995 to March 1997*

***Position: Alpha/Beta Tester***

Details of the position require a commitment to verify errors in the software design of applications before they are released to the consumer market. The job also requires me to be knowledgeable regarding computers and how they work as well as software design and interactivity. A thorough knowledge of the application is also required.

**E d u c a t i o n**

*1995 to 1999*

**University of Michigan**  
Ann Arbor, Michigan

***Bachelor of Film and Video Studies with Computer Science***

As a freshman in college I placed into the graduate level Computer Art/Computer Animation classes that U of M had to offer. As a sophomore I successfully completed all available graduate classes that U of M had to offer in the area of digital animation and art. I taught classes ranging from 2D animation using applications such as Adobe After Effects to 3D Modeling and Animation courses using Electric Image 3D. All knowledge of film and video production as well as software was primarily self-taught although college allowed for the more critical approach to film and video. I made an effort to be as up to date as possible when it came to new technologies in the area of Multimedia and Video and tried to stay as knowledgeable as possible with a variety of software applications on various platforms (Macintosh, PC, UNIX). Throughout my college experience I've worked with film utilizing Arri-S, Bolex, Aaton, and Panavision cameras as well as all formats of video ranging from VHS to Panasonic D5 creating various independent films and videos. I graduated with both a Bachelor of Arts degree in Film and Video integrated with Computer Science.

## **S k i l l s**

***Experienced On Set Visual FX Supervisor:*** Very experienced in on set supervision in finding easier solutions to accomplishing the shot as well as providing technical support for visual effects laden projects to be sure all elements are captured as needed to ensure a great end result. Also very capable at bidding visual fx based campaigns.

***Experienced Inferno/Flame/Flint Compositor with Design Capabilities:*** Capable of handling an entire job from online to finish on Discreet Inferno and Discreet Flame. I also enjoy the opportunity to work within systems such as Adobe After Effects, Commotion, or Combustion, and other desktop based applications creating elements that are imported into Flame or Inferno or finished entirely on a mac or pc for use in the online composition.

***In-depth & Professional Knowledge of Post Production Software:*** Discreet Inferno, Flame, Flint, Combustion, After Effects, Illustrator, Photoshop, Commotion, Final Cut Pro, Lightwave, Avid Media Composer, Studio Artist, Elastic Reality, Golive, Macromedia UltraDeveloper, DVD Studio Pro, Freehand, Electric Image Universe, Media Cleaner Pro, JavaScript, HTML, and many others.

***Experience with both High Resolution Film Work and Commercial Work:*** Well versed in dealing with cineon files within After Effects and other desktop based applications and 2K work on Discreet Inferno and Flame. I am also experienced in the Film Intermediary Process.

***In-depth & Professional Knowledge of Beauty Work on Flame and Inferno:*** Capable of dealing with cleaning up complexions and enhancing looks of actors and actresses with blemishes, acne, etc. or enhancing overall contrast of make-up.

***Excellent Skills in Matting and Keying Difficult Shots:*** Having delt with some incredibly difficult matting and keying shots I have developed specialized techniques using applications such as Ultimatte, Primatte, Discreet's 3D Keyer, and Rotoscoping by hand to pull excellent mattes.

***In-depth Knowledge of Webpage Design and Programming:*** Well versed in HTML and JavaScript with limited background in Flash. Fully capable of designing and implementing an in-depth website with advanced applications such as Message-boards, File Communications, Forms, PHP Programming, and various other advanced techniques.

***Excellent Client Skills:*** Client skills are everything in this business and I always strive for excellence. I've handled jobs both in supervised and unsupervised sessions.

***Welcoming Character:*** Self motivated and extremely particular to the details, good listener. I am capable of working as part of a team or leading one. I am accepting of others comments and am willing to put in the hours in order to meet the deadlines.