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Top Skills

Maya

After Effects

Zbrush

Honors-Awards

HPA 2018 Award nomination

Lycee Anaya

Compositing Supervisor at Encore VFX
Tijeras, New Mexico, United States

Summary

I am creative, resourceful and flexible, able to quickly adapt to change and maintain a positive attitude with a strong work ethic.

Experience

Encore VFX

Compositing Supervisor

May 2022 - Present (9 months)

United States

Compositing supervisor on the following shows.

- Acapulco
- After Party
- All American
- All American Homecoming
- Mysteries of Sulphur Springs
- Minx

Crafty Apes VFX

Compositor/3D Generalist

February 2021 - May 2022 (1 year 4 months)

Los Angeles County, California, United States

"King Richard" - Animation

"Vengeance" - Compositing

"Barry" - previs animation

"Dexter" - Compositing

"Foundation" - Compositing

"Orville" - Compositing

"Licorice Pizza" - Compositing

THE THIRD FLOOR Inc.

Postvis compositor

November 2020 - February 2021 (4 months)

Los Angeles County, California, United States

"Ms. Marvel" - Previs Animation

"WandaVision" - PostVis compositing

"WandaVision" - PreVis compositing

DNEG

1 year 4 months

3D Generalist

March 2020 - October 2020 (8 months)

Burbank, California, United States

Asset creation including modeling, rigging, texture, uv, lighting.

"Bullet Train" - Character modeling and Rigging

"Matrix 4" - Previs Environment modelling.

"Foundation" - Previs Animation

"Foundation" - PostVis compositing

Compositor

July 2019 - March 2020 (9 months)

Burbank, California

"Star Trek : Picard" - compositing

"Westworld" - compositing

"Altered Carbon" - compositing

"Runaways" - compositing

"Defending Jordan" - compositing

Crafty Apes VFX

Sr Compositor

April 2020 - July 2020 (4 months)

Los Angeles, California, United States

"The Starling" - Compositing.

"The Forever Purge" - Compositing.

"Vengeance" - Compositing.

Encore VFX

Sr. Compositor

August 2015 - July 2019 (4 years)

Burbank, CA

"The Flash" - compositing

"Legends of tomorrow" - Technical compositing lead

"Titans" - Compositing

"Doom Patrol" - compositing

"The Red Line" - compositing

"Narcos: Mexico" - compositing

"God Friended me" - compositing
"You" - compositing
"Seal Team" - compositing
"The Rookie" - compositing
"Arrow" - compositing
"Gilmore Girls: A Year in the life" - compositing
"Black lightning" - compositing
"Supergirl" - compositing
"Mistresses" - compositing
"Mysteries of Laura" - compositing

Locktix Visual Effects

Generalist / Project Management

December 2013 - April 2016 (2 years 5 months)

Santa Monica

"Ben Hur" (2016) - compositor
"Hunger Games mocking jay part 2" - compositing behind the scenes
"Ted 2" (2015) - compositor
"Wet hot American summer" (2015) - project manager and compositor for 8 episodes
"Paul Blart Gets 'Fast and Furious'" Parody campaign - compositor
"Sense8" (2015) - project manager and compositor for 12 episodes
"Totino commercial" (2015) - compositing and animation
"Acura TLX commercial" (2013) - Tracked shots in Maya as well as created proxy geo
"Left Behind" (I) (2014) - Tracked and Matchmoved geo in Maya for projected textures in Nuke.
"Man with the Iron Fist 2" Wire removal
"unannounced" Character animation, rigging R and D project
"unannounced Feature film" Helicopter animation.
"The End of Tour" Keying and compositing in Nuke
"Librarians" (1 episode) Keying and compositing in Nuke
"House of Cards" (6 episodes) Keying, clean plates in Nuke.
"unannounced Ad" Character animation and rigging.

Atomic Garage Movement

2 years 11 months

3D Generalist / Compositing / Project Manager

May 2015 - September 2015 (5 months)

"Unannounced Feature" - Managing a team of artists and reviewing shots based on Director and Supervisors specifics. Creating assets for set extensions and over all compositing

Character Modeling

November 2012 - April 2015 (2 years 6 months)

Character Modeling, environment modeling, texture and lighting. green screen, compositing, tracking and final look dev.

Shimahara Visual

Lead Compositor

July 2014 - December 2014 (6 months)

Santa Monica

"Masterless" (2015) - Compositing

Aaron Sims Creative

Generalist

February 2014 - June 2014 (5 months)

Los Angeles

"DJ Smash Music Video" Modeling and texture, AE compositing and Animation

"Zamakan Architectural presentation" AE compositing, Puppet animation

WGW Studios

Lead compositor

January 2014 - February 2014 (2 months)

Pasadena, ca

PSP Commercial – Keyed for green screen, added FX and compositing.

LA Studio

3d and texture artist lead

October 2013 - December 2013 (3 months)

Remote

creating assets including texture maps and models for clients personal collection.

WGW Studios

Lead compositor

October 2013 - October 2013 (1 month)

Pasadena, CA

(unreleased) commercial - providing all Visual Effects needs

Twitch LA

3D generalist Lead

July 2013 - October 2013 (4 months)

Malibu

Responsible for the over all character and environment concept for a multi-platform app that will be utilizing augmented reality. Also modeling and texture work for all assets.

Stereo D

Depth compositor

April 2013 - June 2013 (3 months)

burbank, ca

Creating maps in nuke for depth conversion for the feature film

"Wolverine" (2013)

"Percy Jackson and the Sea of Monsters" (2013)

Brain Zoo Studios

3D artist and compositor

May 2012 - March 2013 (11 months)

Van Nuys

Iron Man & Hulk: Heroes United, modeling, lighting and compositing (after effects). I was also responsible for look development and lighting for specific sequences and at times lead a team to get a desired look par client notes.

Tera online trailer, I helped add to the working pipeline for live action cg integration utilizing production shaders. I trained a team on the work flow as well as doing material shading on 5 characters and environment modeling, lighting and compositing (after effects).

Trailer Park (video game) Environment Modeling and Texture

Pepe and Lucas, environment modeling

unreleased project, Character modeling, environment modeling and texture work.

Atomic Garage Movement

Modeling / texture / compositing

May 2012 - May 2012 (1 month)

Worked with Matt Kelly under the supervision of Jason Doss for a week long project Modeling, texturing and compositing 9 prototypes.

brainzoo

Modeler/ 3D artist

July 2011 - November 2011 (5 months)

Van Nuys

Character and environment modeling and texture for a Cinematic and Commercial, Stratego.

Environment modeling and texture for Starwars Kinect.

Environment modeling and texture for two in-house projects, unreleased.

Animation Mentor

Environment Modeling

September 2011 - September 2011 (1 month)

Two environment match moved scenes that will be used by students of the Advanced Animals and Creatures Master Class.

Rareform Pictures Inc.

Modeler/Compositor

June 2010 - July 2011 (1 year 2 months)

Modeler and Compositor for a short film "Wallenda" directed by VW Scheich.

Otis College of Art and Design

10 months

Class Marshal

February 2011 - May 2011 (4 months)

Representative for the digital media class of 2011 for commencement.

Organized my class and instructed them on the events that would take place on commencement day.

Teacher Assistant and Tutor

January 2011 - May 2011 (5 months)

Assisting with advanced 3d techniques in Maya as well as tutoring students in Maya, Nuke and Zbrush

Teacher Assistant

August 2010 - December 2010 (5 months)

Aided fellow students with After Effects

9K9

Composer

February 2011 - February 2011 (1 month)

Composer for a feature film, "I kissed a Vampire" directed by Chris Nolan.
VFX Supervisor VW Scheich.

9K9

Modeling and Animation Intern

June 2010 - August 2010 (3 months)

Helped with commercial projects, and supervised over a music video with a team of 9 people

Mobile Motion Mocap

Animator/ Modeler

September 2009 - December 2009 (4 months)

Education

Otis College of Art and Design

BFA, Digital Media · (2008 - 2011)

Fullerton College

Transfer, Fine arts and Theater · (2003 - 2007)