

3947 Huron Ave.
 Culver City, CA 90232
 (310) 994-8698
beak@beakfx.com
www.beakfx.com

Career Objective

Compositing Supervisor or senior level Flame/Nuke compositor in either a freelance or full-time capacity.

Expertise

- Compositing - Wide variety of compositing projects encountered over 15 years, SD to IMAX.
- Production - Full understanding of digital aspects of film making, from acquisition to projection.
- Editorial - Editing skills as required for conforms and commercial finishing.
- Animation - Understand requirements and limitations of 3D. Former 3D animator.
- Sysop - Systems Administration, Irix, Linux, PC etc. for Flame and compositing workflow.
- Color - Color management and work-flow: calibration, simulation, LUT creation.
- Operations - Management and organization of compositing and 3D artists.

Work History

Beak f(x) : Owner / Flame Artist -- Dec 96 – Present.

Freelance artist and compositing supervisor; under my corporate name, Beak f(x). Using primarily Flame, plus some Nuke, Shake, Combustion and After Effects. Some gigs, but by no means all, include:

Gradient FX (2007-2009) - Compositing Supervisor

- The Box (2010 VES Nomination)
- The Informers
- Surfer Dude
- Fireflies In The Garden

X1fx (2005, 2006) – Flame Artist

- The Chronicles of Narnia: The Lion, the Witch and the Wardrobe
- The Flyboys

The Post Group (2004) – Inferno Artist

- Life and Death of Peter Sellers
- The Final Cut

Digital Domain (2006, 2007) - Flame Artist

- GMC Acadia (Lead Artist)
- The Nativity Story

Big Bang, Montréal (2004, 2005) – Compositing Supervisor

- Fighter Pilot: Operation Red Flag
- An American Haunting

Asylum (2003, 2004) – Inferno Artist

- The Girl Next Door
- League of Extraordinary Gentlemen
- Bad Boys 2
- Freddy vs. Jason

Zoic Studios (2001-2002, 2003) – Flame Artist.

- Buffy The Vampire Slayer
- Angel
- The Twilight Zone
- Cadillac + Lockheed Martin spots

Post Perfect/Cyclotron (1999) – Flame Artist

- The Corner (HBO Series)
- Various Commercial Campaigns

Hollywood Digital (1997) – Inferno Artist

- Titanic
- JAG
- From the Earth to the Moon

Digital Renaissance, Germany (2000) – Inferno Artist

- The Little Vampire

Spontaneous Combustion, NY (1998) - Flame Artist

- Proctor and Gamble
- Barns and Noble

APV, Kuala Lumpur (1997) – Flame Artist

- Toyota
- Salem
- L'Oreal

Past Experience

Discreet Logic Asia (Singapore) : Flame Demo Artist / Trainer -- Jan 96 - Jan 97.

Primary responsibility was a demo artist and training manager in SE Asia and India. Also served as a feedback voice to R&D, and assisted sales and engineering departments. Technical support for Inferno/Flame/Flint.

Iloura Thailand (Bangkok, Thailand) : SoftImage Animator – Jan 95-Dec 95.

Created 3D effects work for TV commercials in the SE Asian region, including compositing with Eddie and morphing with Elastic Reality.

Djarum Group / BMJ (Jakarta, Indonesia) : 3D Graphics consultant -- Mar 94-Jan 95.

Advised and oversaw installation of a computer graphics company set up to serve the in-house needs of the Djarum industrial group. Trained staff in modeling, animation, image processing and CAD.

Freelance 3D Artist (San Francisco, CA) : 3D Studio -- Dec 92-Feb 94.

Produced animation and print work for local clients such as Soon Song Music, Cable 6 Palo Alto, Invisible Records, and the city of Brisbane, California.

Autodesk (San Francisco, CA) : 3D Artist -- May 93-Feb 94.

Contractor to the Image Development Lab. Created animations and print work for company promotional and marketing materials. Served as an alpha test site for new products in development.

Thomas Reid Associates (Palo Alto, CA) : AutoCAD operator/Graphic artist--Sept 88-May 93.

Using AutoCAD and 3D Studio, created drawings and models for scientific visualization relating to land use and environmental impact studies.

Interests

- Aviation
- Photography
- Scuba Diving (PADI open water)