

JEREMY L. MELTZER

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PROFESSIONAL EXPERIENCE

**Freelance Artist
Compositor / Visual Effects Artist**
June 2007 - Present
Los Angeles, CA, Vancouver, BC, Atlanta, GA

**Barnstorm VFX
Senior Compositor**
March 2022 - September 2023
Atlanta, GA

**CoSA VFX
Senior Compositor**
November 2019 - March 2022
Vancouver, BC

**Double Negative VFX
Sequence Lead / Compositor**
February 2017 - November 2019
Vancouver, BC

**Sony Imageworks
Compositor**
Nov 2015 - February 2017
Vancouver, BC

**Moving Picture Company
Senior Compositor**
October 2012 - January 2013, Jun - Nov 2015
Vancouver, BC

**Image Engine
Compositor**
October 2014 - May 2015
Vancouver, BC

**Digital Domain
Compositor**
February 2014 - April 2014
Vancouver, BC

**Zoic Studios
Compositor**
October 2013 - February 2014
Vancouver, BC

**Scanline VFX
Senior Compositor**
March 2013 - June 2013
Vancouver, BC

**Rhythm & Hues Studios
Compositing TD**
July 2011 - May 2012
El Segundo, CA

Freelancing efforts, and an endless desire to push the envelope have provided me with invaluable knowledge, and a continually fresh perspective on my craft.

Employment History: Scarecrow VFX, MindOverEye, Entity FX, Grainey Pics

Toolkit: Nuke 13, After Effects CC, Photoshop CC, MochaPro, Cinema 4D

"Shogun" (2023) "One Piece" (2023) "Black Panther: Wakanda Forever" (2022)

"Hunters" S2 (2022) "Star Trek: Strange New Worlds" (2022).

Seq lead & look-dev artist. Designed and implemented workflows across sequences.

Particle FX, projection mapping, set/environment extensions, atmo, element and plate integ.

"Charmed" (2019) "Station 19" (2019) "Nancy Drew" (2020) "Josy and The Pussycats" 2020

"Raised By Wolves" (2020) Look-dev artist responsible for helping to R&D and establish different looks to appease a wide variety of clients across a multitude of shows.

Toolkit: Nuke 11, Furnace, Sapphire, MochaPro

"Blade Runner: 2049" (2017) "The Meg" (2018) "Deadpool 2" (2018) "Venom" 2018

"Men In Black: International" (2019) "Fast & Furious: Hobbs & Shaw" (2019) "The Boys" (2019)

Sequence lead & look-dev artist. Designed and implemented workflows across multiple sequences. Projection mapping, set/environment extensions. Deep, Multipass

CG, 2D, 3D compositing, atmo, rain, particle fx, keying, distortion, and camera effects were relied on heavily to achieve the final result.

Toolkit: Nuke 11, Furnace, MochaPro

Two very differently stylized films proved excellent experiences to utilize and expand upon my preexisting skillset.

"Alice Through The Looking Glass" (2016) "Suicide Squad" (2016)

Toolkit: Nuke 10, Furnace, MochaPro, ITView

Deep, Multipass, 2D, and 3D compositing. Projection mapping, element integration and retiming. Keying, noise, distortion, and camera effects.

"Man Of Steel" (2013) "Seventh Son" (2013) "Monster Trucks" (2017) "Finest Hours" (2016)

Toolkit: Nuke 9, Furnace, MochaPro

Poor onset shooting meant an abundance of problems to be resolved in-comp: plate re-lighting, grid warping, edge replacement, stabilization, retiming, etc.

"Point Break 2" (2015) "Straight Outta Compton" (2015)

Toolkit: Nuke 8, Python, Furnace, MochaPro, Shotgun

Integrate stereo multipass CG AOVs, 2D, and 3D compositing techniques with live-action elements. 2.5D workflows, projection mapping, matte extraction, set extensions, and Ocula stereo fixes. "X-Men: Days of Future Past" (2014)

Toolkit: Nuke 7, Ocula, Python, Furnace, MochaPro, Shotgun

Quick turn around high-volume work load per week per episode. Integrate multipass

CG characters and environments. 2.5D workflows, element integration & retiming, green/blue screen extraction. "Once Upon a Time In Wonderland" (Season 1 2013-2014)

Toolkit: Nuke 7, Furnace, MochaPro, Shotgun

Integrate multipass CG, 2D, and 3D compositing techniques with live action elements.

2.5D workflows, projection mapping, particles, element integration and retiming, camera effects, green/blue screen extraction, and paint effects. "300: Rise of an Empire" (2014)

Toolkit: Nuke 6, Furnace, MochaPro, Shotgun

Integrate CG characters, elements, and matte paintings into live action plates. Matched color, lighting, and exposure of stock elements to rendered elements. Green/blue screen extraction. Particle effects. BG enhancement and replacement. 2D/3D camera tracking and stabilization. "Alvin and the Chipmunks: Chipwrecked" (2011), "Life of Pi" (2012)

SKILLS

The Foundry Nuke & Nuke Studio 13 •
Furnace for Nuke •
Imagineer Systems Mocha Pro/Monet •
The Pixel Farm PFTrack •
Davinci Resolve / Premiere Pro / Media Composer •

• Cinema 4D R25
• EmberGen
• After Effects CC
• Adobe Photoshop / Illustrator CC
• Shotgun

EDUCATION

**Emerson College
Film Concentration**
Boston, MA

Secondary Focus

Harvard Business School Online

Bachelor of Visual Media Arts, May 2007

Animation & Motion Graphics Design

Entrepreneurship Essentials, August 2020