

JEREMY L. MELTZER

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PROFESSIONAL EXPERIENCE

Freelance Artist
Composer / Visual Effects Artist
June 2007 - Present
Los Angeles, CA & Vancouver, BC

Sony Imageworks
Composer
Nov 2015 - Present
Vancouver, BC

Moving Picture Company
Sr. Composer
October 2012 - January 2013, Jun - Nov 2015
Vancouver, BC

Image Engine
Composer
October 2014 - May 2015
Vancouver, BC

Digital Domain
Composer
February 2014 - April 2014
Vancouver, BC

Zoic Studios
Composer
October 2013 - February 2014
Vancouver, BC

Scanline VFX
Sr. Composer
March 2013 - June 2013
Vancouver, BC

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

Legend3D & Prime Focus
Stereoscopic Composer
August 2010 - June 2011
San Diego, Burbank, & Los Angeles, CA

2G Digital Post
Visual Effects Artist
November 2008 - July 2010, Culver City & Burbank, CA

Tomorrow's Brightest Minds
Designer, Animator, Composer
January 2007 - May 2008, Los Angeles, CA

Freelancing efforts 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 9, After Effects CC, Photoshop CC, MochaPro, Cinema 4D

Two very differently stylized films proved excellent experiences to utilize and expand upon my preexisting skills. 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. "Alice Through The Looking Glass" (2016) "Suicide Squad" (2016)

Toolkit: Nuke 9, 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

Sequence lead & look-dev artist. Designed and implemented workflows across multiple sequences over 25+ shots. 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"

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)

Toolkit: ICY™ (Proprietary Compositing Software).

"The Green Lantern" (2011) "Smurfs" (2011)
The Chronicles of Narnia: The Voyage of the Dawn Treader" (2010),
"Star Wars: Episode I - The Phantom Menace" (2012).

Toolkit: Eyeon Fusion, Nuke, Mocha Pro., Tactic

Digital make-up enhancement, wire/rig removal, BG replacement, keying.

Over 1200 visual effects shots: Tyler Perry's "Madea Goes To Jail," (2009)

"I Can Do Bad All By Myself" (2009) "Why Did I Get Married Too" (2010).

Designer/Animator/Composer of graphics and visual effects.

Projects include: G4 "Guy Tales" commercial campaign.

Women's Entertainment (WE) "Wife, Mom, Bounty Hunter" (show open)

SKILLS

The Foundry Nuke 9•
Furnace for Nuke•
Adobe After Effects CC•
Imagineer Systems Mocha Pro/Monet•
The Pixel Farm PFTrack•
Avid DS/Adrenaline/Media Composer/Meridian•

•Cinema 4D 16
•Adobe Premiere Pro CC
•Adobe Photoshop CC
•Adobe Illustrator CC
•Pinnacle Commotion Pro
•Shotgun

EDUCATION

Emerson College
Film Concentration
Boston, MA
Secondary Focus

Bachelor of Visual Media Arts, May 2007

Animation & Motion Graphics Design