

# Michael Boden

Sr VFX Artist and Compositor

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**Objective:** To be part of your production team to create exciting and intelligent visual effects and other graphics for various media. Looking to grow and advance my skills in a long-term effort within the right company.

## Education

Bachelor of Fine Arts, Animation and Visual Effects - December 2007

Academy of Art University, (San Francisco) - Major: Compositing/Technical Direction/VFX

Curriculum: Compositing, 3D Lighting, Roto & Paint, Texture Painting, Matchmoving, Particles and Fluid Simulations, Green Screen Lighting, Renderman Shaders, Digital Photography, Perspective, Color Theory, and Art History.

**Software:** Nuke 11.0.v1, After Effects CC 2014, Mocha 3, Maya 2016, Deadline, Shotgun, Cinema 4D, VRAY, Photoshop CC 2014, Occula 3.0, TCL & Python,

Windows 7, OS X, Linux Debian 5.0, Gnome Cent OS, Mate

## Work Experience

**Freelance VFX Artist** – (February 2008 – Present)

- Rushes (London) - Sr Compositor – The Royals, Death in Paradise
- Molinare (London) - Sr Compositor – Strikeback, The Crown
- Screen Scene VFX (Dublin) – Sr & Lead Nuke Compositor – Game of Thrones (6 & 7)
- Double Negative (London) – Nuke Compositor – Life, Assassin's Creed, Miss Peregrine's Home for Peculiar Children, Star Trek: Beyond
- MPC (London) – Nuke Compositor - Jungle Book
- Lipsync Post (London) – Nuke Compositor – The Nice Guys
- Double Negative (London) – Nuke Compositor – The Hunger Games: Mockingjay II
- Mainframe (London) – Nuke Compositor – SPIKE TV ID
- MPC (London) – Nuke Compositor - Candy Crush Soda, Argos Christmas
- Framestore (London) – Nuke Compositor – Guardians of the Galaxy, Dracula: Untold
- Wieden+Kennedy (Portland) – VFX Artist (Nuke, Cinema 4D, AE, VRAY C4D) – Coke, Dodge, Nike, Laika
- Yu+Co (Los Angeles) – After Effects Compositor – Robocop
- MPC (Vancouver) – Nuke Compositor – Lone Ranger
- King & Country (Los Angeles) – Nuke Compositor – Honda Civic, Sears Holiday
- Digital Kitchen (Los Angeles) – VFX Artist (Nuke, After Effects, Maya) – ATT U-verse In Store Content Video
- Laundry! (Los Angeles) – VFX Artist (After Effects, Mocha) – Sonos HiFi Commercial
- Molecule VFX (Los Angeles) – Nuke Compositor – Motel Life, Smash, Royal Pains, Thanks for Asking
- Baked FX (Los Angeles) – Nuke Compositor – Lady Gaga Special & Marry the Night, Game of Thrones (2)
- Shade VFX (Los Angeles) – Nuke Compositor – Fright Night, Cowboys & Aliens, I am Number 4, Water for Elephants,
- Summit Entertainment (Los Angeles) – VFX Post Viz Artist (After Effects, Maya, Nuke) – R.E.D.
- Zoic Studio (Los Angeles) – Nuke Compositor – 'V'
- Primefocus VFX (Los Angeles) – Fusion Artist – GI Joe: The Rise of Cobra, Avatar
- Digital Domain (Los Angeles) – Roto Artist (Silhouette, Combustion, Mocha, Nuke) – Sobe (Stereo), Capital One, Lexus

**Intern** – San Francisco, CA (August 2007 – February 2008)

- Radium (After Effects, Maya Artist, PA, Runner)

## **Skills/Abilities**

### **Compositing / Lighting / 3D**

- Eye for detail, lighting and composition.
- Creating Gizmo's in Nuke to create tools, as needed for projects. - Game of Thrones 7
- Past experience in Stereoscopic and Deep compositing pipelines.
- Render and Composite 3D elements requiring photorealism or stylized treatment
- Executed various blue and green screen projects, which required keys to be pulled, clean plates to be made, extensive roto, color correction, and matching grain; all seamlessly integrated in the provided plates.
- Ability to effectively track plates for Roto, Paint and Stabilizations, and to reference movement within a composition
- Excellent skills in Nuke, After Effects & Photoshop to compose, create, and enhance images
- Understand 3D toolsets including Lighting and Rendering toolsets within Maya and Cinema 4D, as well many other tools in Maya & Cinema 4D
- Create basic simulations in Realflow.

### **General Work**

- Understand the importance of meeting realistic deadlines and working as part of a team to achieve those deadlines.
- Understand compositing bids and help artists and myself as a team to achieve goal in bid time.
- Receiving Creative as well as Technical Direction to improve the final shot.
- Able to learn new tools and company pipelines quickly.
- Positive attitude, love being a VFX artist and being around other VFX artists.