



compositor

*Visual effects artist with a critical eye for detail,
proven track record of delivering projects in a
production pipeline*

melanie dorn

career progression

Sony Pictures Imageworks, Culver City, California

March 7, 2011 - April 29, 2011

Compositing Technical Director

Showcased technical and creative ability on a high-level feature film, utilized **Nuke** software in a high-level production environment
Maintained and organized **efficient** scripts, able to work from a template and retain the general **organization** of that template
Composited CG elements to match live-action footage, maintained consistent shot quality and look of the sequence
Ability to work to complete shots on schedule as directed by VFX Producer and Compositing Supervisor

Rhythm & Hues Studios, El Segundo, California

Dec. 2010 - Feb. 2011

Compositing TD

Dec. 2008 - Nov. 2009

Illustrated **proficiency** in photorealistic compositing within a **node-based** professional **compositing** environment
Composited CG, 2D, and greenscreen elements into live action plates; rotoscoped, tracked and stabilized, time-remapped and color corrected shots
Demonstrated clear understanding of the visual effects pipeline, worked with and composited multiple **render passes**

Turner Studios, Atlanta, Georgia

Sept. 2010 - Nov. 2010

Nuke Compositor

Demonstrated knowledge of compositing techniques, including keying (using Keylight, Primatte or Ultimatte)
Rotoscoped, tracked and stabilized, time-remapped and **color corrected** shots
Composited multiple render passes and effects elements into live action plates

ICF Macro, Rockville, Maryland

Oct. 2003 - **Present**

Producer

Edits a wide variety of **complex** audiovisual **productions**, including sound effects, music, narration, dialog and visual effects
Develops 2-D/3-D animation introductions and timed sequence animation
Arranges for the **production of graphics**, animation, and other visual material that will be included in the final product

Conceptual Geniuses, Silver Spring, Maryland

Jan. 2002 - May 2003

Director of Multimedia and Production Services

Edited video footage to create desired **special effects** that **enhanced** the final product
Produced **live event production** including camera operation, switching and audio mixing

Freelance Artist

Mar. 2001 - Oct. 2003

Produced and **directed** video productions and multimedia demos
Shot 35mm and digital images for client Web sites, annual reports, and award programs

The Disney Company, Orlando, Florida

May 2001 - Aug. 2001

Intern/Animation Academy Instructor

Instructed guests on how to illustrate Disney characters, assisted guests with **character development**

Roll Call Newspaper, Washington, DC

July 1998 - Mar. 2001

Circulation Associate

Worked in **deadline-driven production** environment
Executed printing and **delivery** of publication, **managed** and **trained** Customer Service Representatives

computer proficiencies

Linux, Macintosh, Windows, **Shake**, **Nuke**, Fusion, Icy, **After Effects**, Matchmover, **PF Track**,
Boujou, **Maya**, Renderman, **Mental Ray**, Photoshop, Final Cut Pro, Motion, Premiere Pro

education

Savannah College of Art and Design

Master of Fine Arts, School of Film and Digital Media (Visual Effects), November 2008

University of Maryland, Baltimore County

Bachelor of Arts, Visual Arts (Imaging and Digital Arts), Minor: Art History, May 2002