

**Objective:** To work in the field of entertainment; namely in compositing, 3D and computer generated special effects.

**Qualifications and Skills:**

VFX plate supervision

Knowledgeable with following software packages:

Nuke	Shake	Syntheyes
Adobe After Effects	Maya	Adobe Photoshop
Digital Fusion	Particular (AE plugin)	Adobe Illustrator

**Education:**

**Art Institute of California – Los Angeles** Bachelor of Science degree in Computer Animation

Company	Position	Location	Year
CBS	Lead VFX Artist	Los Angeles, CA	2017-current
- <i>Star Trek Discovery Season 01</i> [worked closely with VFX Supervisors to design elements and helped composite In-house shots]			
FOX	VFX Plate Supervisor	Conyers, GA	2016-2017
- <i>Sleepy Hollow Season 04</i> [on set visual effects plate supervisor for season 04]			
CBS	VFX Plate Supervisor	New York, NY	2016
- <i>Limitless Season 01</i> [on set visual effects plate supervisor for season 01]			
ZOIC	Senior Compositor	Culver City, CA	2016
- <i>Exorcist pilot</i> [comped the scene with a full cg raven crashing into a window with 2d blood elements and splatter]			
- <i>Time</i> [worked on pilot for comic con with a full cg blimp crashing into ground. Comped 2d fire effects and helped balance the shot.]			
- <i>Adidas virtual 360 promotional video</i>			
- <i>Microsoft hololens promotional video</i>			
Origin Digital Studios	Senior Compositor	Burbank, CA	2014/2015/2016
- <i>Limitless</i> [Season 01, Fractal zooms shot in Pilot. And the on set visual effects plate supervisor for the entire season.]			
- <i>Sleepy Hollow</i> [season 2, head removals with cg collar replacements, red horse eyes, digital squib hits, white eyes, rig removals, set extensions]			
- <i>South Of Hell</i>			
- <i>Agent X</i>			
- <i>True Detective</i> [driving comps]			
DuMonde VFX	Senior Compositor	New York, NY	2014
- <i>Crossbones</i>			
Synaptic VFX	Senior Compositor	Burbank, CA	2013/2014
- <i>Sleepy Hollow</i> [season 1, head removals with cg collar replacements, red horse eyes, digital squib hits, white eyes, rig removals, set extensions]			
Pacific Title and Art Studio	Digital Compositor	Burbank, CA	2013
- <i>Prisoners</i> [car shots, adjusting timing of cars to make them overlap earlier, looking more dangerous]			
Pixomondo	Senior Compositor	Burbank, CA	2012/2013
- <i>Sleepy Hollow</i> [Pilot and season 1, head removals with cg collar replacements]			
- <i>Davinci's Demons</i> [set extensions, building extensions, green screen people]			
- <i>Mockingbird Lane Pilot</i> [building extensions and universal studios park paint-outs]			
- <i>Grimm</i> [cg creature faces and transformations on actors]			
- <i>Springbreakers</i> [cleanup of crew shadows and enhancement shots]			
- <i>Kickin' It</i> [Disney show with green screen and rig removal shots]			
- <i>The Amazing Spider-man</i> [Doctor, arm removal and replacement. Worked on painting out arm in stereo]			
- <i>Darkhorse</i> [pilot, church collapse and plane crashing seq out a passenger window, the wing catching fire and disintegrating ]			
- <i>Game Of Thrones</i> [Green screen comps and set extensions]			
- <i>Hunger Games</i> [Tracker Jacker Sequence and some train station interiors]			

# CHARLES COLLYER [www.CharlesCollyer.com](http://www.CharlesCollyer.com)

Email: [ccollyer@charlescollyer.com](mailto:ccollyer@charlescollyer.com)

Digital Kitchen	Lead Composer	Culver City, CA	2011
- <i>AT&amp;T U-verse</i> [U-verse set top boxes created virtual projections into a home of furniture and television. 3d setups done in Nuke]			
ZOIC	Digital Composer	Culver City, CA	2010/2011
- <i>Fringe</i> [Girl creates fireballs and explodes, facial morphs] - <i>CSI</i> [worked on season 11 tracking in blood splatter into shots, laser fields, and explosions] - <i>Various Commercials</i>			
Flight 33 Productions	Digital Composer	Sherman Oaks, CA	2009
- <i>Universe (Season 4)</i> [Various shots with planets and space debris]			
Frantic Films	Digital Composer	Hollywood, CA	2009
- <i>G.I. Joe (The Rise of Cobra)</i> [Nightraven sequence. Placing the actor, in a partial practical cockpit, into the 3d nightraven]			
yu+Co	Digital Composer	Hollywood, CA	2009
- <i>Gamer</i> [Shots involving a 360 degree virtual human interface. There were 3d passes rendered as well as 3d set using camera projections in nuke]			
RIOT (features)	Digital Composer	Santa Monica, CA	2007/2008
- <i>Time Traveler's Wife</i> [Time travel comps] - <i>Town Creek</i> [Enhanced shots with blood hits and 3d wounds onto a zombie]			
Mechnology	Digital Composer	Burbank, CA	2006/2007/2009
- <i>Hotel California</i> - Comped various shots involving a lot of particle work for gunshot blasts and bullet wounds. - <i>Farmhouse</i> - <i>Initiation of Sarah</i> - Comped various shots with "magical" effects for Disney MGM production. - <i>Wrong Turn 3</i> - Created blood splatters and blood dripping for a variety of shots using particular.			
Red Engine Productions LLC	Digital Composer	Los Angeles, CA	2006
- <i>Chicago Bulls</i> [Separated backgrounds into layers to give shots parallax. Comped 3d bulls into various shots]			
EntityFx	Digital Composer	Santa Monica, CA	2006/2008
- <i>Aquaman (Tv Show Pilot)</i> [Pilot for CW network. Did particle work creating bubbles and comped "water tornado" shots] - <i>The X-Files: I Want To Believe</i> [Finished over 20 shots for final film. Created roto layers for entire shot in order to separate individual layers of snow tracked into shots]			
LLP Digital	Digital Composer	West Los Angeles, CA	2005
- <i>Blackbeard</i> [green screen comps over ocean footage]			
2 Headed Monster	Digital Composer	Los Angeles, CA	2005
- <i>RevRun: Mind On The Road music video</i> - <i>Samurai Commando Mission 1549</i> [2d Particle fx for time travel effect for US release of film]			
CobaltFx	Digital Composer	Santa Monica, CA	2005
- <i>Fantastic Four</i> [Roto on space station trailer shots]			
Uncharted Territory	Digital Composer	Los Angeles, CA	2004
- <i>Ring of the Nibelungs</i> [4 month project with over 600 shots. I comped over 50 shots from start to finish.]			

References available upon request