

Juan Garcia

Nuke Compositor

Education

2003-Graduated: 2008

The Art Institute of California-Los Angeles

Bachelors of Science in Media Arts and Animation

Work Experience

Rumble VFX (London)

Senior Compositor

August 2023-February 2024

- Directly communicated with Owner/Supervisor to discuss shot needs and different approaches
- Helped create the look and animation of an eye fx for a superhero show
- Finalized multiple shots for a highly demanding Netflix show

Digital Frontier FX

Senior Compositor

February 2023-July 2023

- Work closely with Supervisors on streaming shows aired on Disney + and CBS
- Excellent understanding of 2D and 3D tracking
- Strong knowledge of CG rendering and compositing multi-channel EXRs

Ingenuity Studios

Senior Compositor

March 2021-February 2023

- Worked on shots and lead artists on multiple TV shows, commercials and music videos.
- Maintained open communication with Los Angeles studios producers, supervisors, and leads.

- Highly proficient in using IBK, Primate or Keylight

Digital Frontier FX

Senior Compositor

December 2020-March 2021

Crafty Apes

Compositor

March 2020-April 2020

- Worked as a contractor for a high difficulty level paint out job for a Netflix show
- Eye for detail, color matching, and lighting
- Excellent communication skills and a professional collaborative attitude

Zero VFX

Compositor

May 2019-February 2020

- Worked on commercials and movies
- Experience creating high quality digital composites, seamlessly integrating the various layers of a shot
- Maintained open communication with Boston studio from Los Angeles location

FuseFx

Compositor

January 2019-March 2019

- Worked as a key artist for: **The Politician**, **13 Reasons Why**, and helped out on **911**, **Unbelievable**, **The Rookie**, **Criminal Minds**, and **Castle Rock**
- Excellent knowledge of Nuke's 3D system
- Take direction well and exercises close attention to detail

Ingenuity Studios

Show Lead/Senior Compositor

August 2016-January 2019

Stereo D

Stereo Comp Artist

October 2011-June 2015

- Convert 2D movies into 3D using Nuke for creating Depth Maps with the help of roto splines and integrating elements from other studios into a pleasing 3D experience
- Excellent understanding of roto techniques and best practices

CoSA VFX

TV VFX Compositor

April 2012-May 2013

- Maintain good communication with VFX supervisors to go from a work in progress to a final product using Nuke and Mocha as the main tools of trade
- Dependable and flexible
- Tasks completed include: wire removal, tracking, color correction, clean plates, split-screen shots, deGrain/Grain, muzzle flashes, bullet holes for high profile television shows such as: **Fringe, Person of Interest, Almost Human, Agents of Shield and Revolution**

Language Skills

Fluent in both English and Spanish