

WEBSITE password: NaoVFX<https://adachinao4.wixsite.com/vfx-cg/copy-of-portfolio>**IMDB**<http://www.imdb.com/name/nm4457597/>

Senior Compositor/CG Artist with 10 years of extensive experience providing versatile skills and effective and efficient work. Possess the advanced skills in all aspects of VFX.

For 10 years, I have been working in the industry as a Compositor/CG Artist and Supervisor for many feature films, series, commercials and etc. My primary expertise is senior-level compositing, but I also do a lot of 3D work as well as managing VFX teams and on-set supervision. By using all the deep knowledge and extensive experiences, I can work extremely fast and achieve the excellent level with the best efficiency, a keen eye for detail and the high quality of work through tight deadlines.

EXPERIENCE

Finitto -- *Lead Compositor/CG Artist, Supervisor* (compositing, lighting, dynamics, tracking, texturing, animating, on-set/post supervising)

January 2018 - Current

- ❑ Lead the VFX team by compositing the most challenging and hero shots creatively, effectively and efficiently
- ❑ Create dynamics simulation effects such as liquid, gel, foam, dust, snow, smoke, fire, explosion, destruction, etc
- ❑ Oversee the quality of work and direction of all shots. Supervise the team and help them with technical methods and problem solving. Offer guidance and mentoring.
- ❑ Supervise shoots at pre-production meetings and on sets. Share VFX ideas with directors, producers and production staff. Communicate with clients to help realize the vision of the shots through the compositing team. Analyse the tasks and revisions, estimate bids and assign the tasks to the appropriate artists effectively with advice.

7ATE9 Entertainment -- *Lead Compositor/CG Artist* (compositing, lighting, dynamics, tracking, texturing, animating)

July 2010 - December 2017

- ❑ Worked on a lot of Disney XD, Nickelodeon, Cartoon Network TV shows, commercials such as Nintendo, Xbox, Honda, Sony and so on. Achieve the high quality compositing with strict rules and demands that these companies require.
- ❑ All VFX tasks such as CG, Blue and Green Screen Matte extraction, Color correction and 2D tracking, planar tracking, 3D tracking, Object tracking, Rotoscoping and paintgreen screen, matte painting, logo removal, blemish removal, screen replacement, motion graphics, dynamics effects such as destruction, debri, dust, smoke, fire, glitter and etc. Projection mapping, 2.5D compositing.
- ❑ Work directly with producers and directors and fulfill their VFX requests

Institution Post -- *Lead Compositor/CG Artist* (compositing, lighting, dynamics, tracking, texturing, animating)

February 2013 - October 2017

- ❑ Many TV shows and films for Disney, HBO, Netflix, AMC, BET, Comedy Central, Nickelodeon, Showtime, Universal, Warner Bro. and so on.
- ❑ Spearheaded the most difficult/challenging compositing shots at the studio.
- ❑ Compositing, 3D track, planar track, 2.5D compositing, projection mapping, ground replacement, sky replacement, head replacement, morphing, 3D work, GFX, effects such as fire, smoke, storm, destruction, snow, rain particles, white breath particles and so on.
- ❑ Maintain the overall look, color balance, and quality for assigned shots and sequences to create uniformity in all finished work
- ❑ Work with producers to understand and manage schedules and deadlines

Spiffy -- *Lead Compositor/CG Artist*

December 2016 - Current (compositing, lighting, dynamics, tracking, texturing, animating)

- ❑ Train junior Compositors in Nuke and After Effects

- ❑ CG car replacement. Lighting, texturing, rendering and compositing. 3D tracking, projection mapping, planar tracking. Created flame burning and skin melting effects for a monster
- ❑ Removals for logos, billboards, signs, window cleaners, cranes, graffiti, characters, crew, rigs, reflections/shadows of them and etc

Hardcore (Film) -- *Lead Compositor*

August 2015 - September 2015

- ❑ Tracking minute-long shots shot in gopro fisheye lens. It required undistorting the footage to track. Creating 3D elements for futuristic mechanical arms and holographic interface of the surgery robot and re-distorting for final render. Tracking in Mocha.
- ❑ Rig removal for wire actions.
- ❑ Combining multiple takes to make it seamless as a continuous scene.

GOMA Production -- *Lead Compositor/CG Artist, Supervisor* (compositing, lighting, dynamics, tracking, texturing, animating, on-set/post supervising)

February 2013 - October 2014

- ❑ I mostly did everything from compositing, 3D work, supervising, shooting, editing, working on 3D. Animating, texturing, lighting in Maya and 3DS Max with Vray and compositing them in Nuke and After Effects. Dynamics with FumeFX, realflow and particular. Tracking in Boujou, PFTrack, SynthEyes, and Mocha. Projection mapping to extend sets and create 2.5 environment scene in Nuke.
- ❑ Editing and grading in premiere pro, final cut pro and DaVinci Resolve
- ❑ Teaching interns vfx and supervising the vfx artists to work most effectively and efficiently

Almost Human – *Lead Compositor/Supervisor* (compositing, lighting, dynamics, tracking, texturing, animating, on-set/post supervising)

February 2011 – February 2013: Glendale, CA

- ❑ Supervised shoots for the green screen set for Wilfred in Fox studio for the main character's house interior scenes. Come up with solutions for difficult VFX shots
- ❑ Manage VFX artists for Wilfred and Teen Wolf, communicating internal and client notes/feedbacks to artists. Evaluate compositing tasks and delegate them to the suitable artists effectively.
- ❑ Teach interns VFX basics how to do roto, tracking, matte painting, wire removal, key green screens, screen replacement, shoot green screen elements, etc
- ❑ Handle challenging hero shots such as Werewolf transformation, Monster shapeshifting effects, explosions, fire, water, smoke, dust, cave collapse, light burst, fusion shots of combining takes and etc
- ❑ Seamless integration between special effects with practical prosthetics and digital for many horror/gore films, tv, scenes and etc. Keyed elements that were shot on green screens and green dummy heads and composited them with shots of the real actors.

COMPUTER APPLICATION SKILLS

Nuke, After Effects, Mocha, Maya, 3DS Max, Cinema 4D, Lightwave, Vray, Octane, Corona, Boujou, PFTrack, SynthEyes, Houdini, Tyflow, Particular, Realflow, FumeFX, Phoenix FD, Premiere Pro, Final Cut Pro, Avid, DaVinci Resolve, Photoshop, Illustrator, Shotgun, MS Office programs.

EDUCATION**California State University, Northridge** – *January 2009 to May 2011**Cinema and Television Arts***University of North Texas** – *September 2006 to December 2008**Radio, TV, & Film*