



Jadan Duffin RESUME

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Reel: <http://www.jadan.net/jdnvfxreel.mov>

Objective

After realizing late in my professional career that visual effects was an important part of my life, I have been busy re-training myself in many aspects of post production. I am transitioning into this industry from the Home Video Market, where I created DVD menus, and DVD Games for clients like Harry Potter for Warner Bros. and Bolt for Disney. While learning the ins and outs of motion graphics for DVD & Blu-ray, I began to realize that Visual Effects was my true calling. Of the past 3 years I have made a strong push with many late nights to see it happen! Currently I am proficient with Nuke for compositing along with After Effects for motion graphics. My goal is to join the workforce as a compositor, and grow into more specialized areas, like set extension and matte painting.

The ideal working environment would include me as part of a team of creative artist, who are willing to push each other and go the extra mile to create the best work in their professional career.

Education

FXPHD.com - Taken eight online training terms

Go to: <https://www.fxphd.com/verify> & use the certificate number: **5UDUBMBKHUALCLF**

BACHELOR OF FINE ART, Class of 1999

Art Center College of Design, Pasadena, CA.

ILLUSTRATION, SKETCHING, PAINTING 1994 -1996

Art Center at Night, Pasadena, CA

ADVERTISING ILLUSTRATION, Summer 1993

Otis College of Design, Los Angeles, CA

Skills

Software Used:

Nuke	Mocha	Vue
Fusion	PfTrack	Premiere
After Effects	Maya	
Photoshop	3ds Max	

Compositing:

Adobe After Effects, The Foundry's NukeX, Eyeon Fusion

Core Concepts:

- Rotoscoping - Stereoscopy - Comping EXR files from maya in Nuke
- Matchmoving - Camera Projections - Keying Luma/Chroma

Art Direction:

Excellent knowledge of visual communication, user experience and design basics.

Expertise in creating style guides and brand studies.

Enthusiastic about VFX; allowing me to better lead and inspire artist towards professional excellence.

Superior understanding of technical aspects, allowing me to create easy to produce products.

Production:

Full knowledge of the production processes for post production, like Log/Lin, Bit Depth, Stereo Conversion, et al.

Making Pictures:

DSLR Filmography & Photography

3D:

Matte Painting & Camera Projection

Generalist in modeling, animation & UV texture mapping using 3ds Max & Maya

Digital Environments created with Vue

Experience

March 11 - June 11

STEREOSCOPIC TECHNICAL DIRECTOR

-SONY IMAGWORKS, CULVER CITY

Worked on true 3D Nuke composites for **GREEN LANTERN**, creating stereoscopic comps from 2D finaled shots.

August 10 - February 11

STEREOSCOPIC COMPOSITOR

-PRIME FOCUS, LOS ANGELES

Worked on several feature films, including **NARNIA - THE VOYAGE OF THE DAWN TREADER** & **STAR WARS EPISODE 1**. Using Eyeon Fusion to create 2d to 3d conversions with Prime Focus' View-D conversion method, I created composites from roto, paint and traditional compositing techniques to rebuild the original 2d plate, when assets were not available.

March 09

COMPOSITOR

-FREELANCE

Created visual effects for the soon-to-be-released film **MONTANA AMAZON**. Duties include removing an actor from the scene and creating an car radio that seemed to come alive by compositing light emanating from the inside of the radio, using After Effects and Nuke.

March 08 - May 08

FREELANCE VISUAL EFFECTS SUPERVISOR, COMPOSITOR

-STRANGE SCIENCE INC.

Created visual effects and color correction for online webisode series, **OPERATION MIDNIGHT CLIMAX**. Using After Effects, I created effects including old film grain/damage. Acid trip effects, and color correction from HD video source. <http://www.strangescience.tv/>

June 07 - August 07

FREELANCE VISUAL EFFECTS SUPERVISOR, COMPOSITOR

-INMOTION PICTURES

Created visual effects for Mandy Perkins music video. Using After Effects I created 2d effects for such things as decaying environments, from mattes I painted. 3d environments I tracked and composited greenscreen footage of the singer into 3d environments I created in 3ds Max.