ANDREW BAKER

VFX Compositor & Lighter

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PROFILE

Seeking a Compositing position with a leading visual effects company which provides me the opportunity to expand my knowledge in VFX. My effects studies and compositing experience will make a positive contribution to your team.

HONORS

- Honors in Mass Communications, 2013
- Honors in Computer Art, 2013
- Annual Juried Student Art Show, 2010
- Dean's List, 2010 2013
- Lloyd Terrance Kennedy Scholarship, 2009-2013
- Dollars for Scholars Scholarship, 2009

INTERESTS

Animation Traveling
Video Production Photography
Entrepreneurship Creative Writing
Video Games Woodworking

ADDITIONAL SKILLS

Linux, Video Production, NLE, HTML/CSS, Graphic Design, Broadcast Automation, ENPS, Live Broadcasting

REFERENCES

Available on request

VFX COMPOSITING EXPERIENCE

Freelance Digital Compositor, 2019 - Present

- Day in the Life, Common Sense Media, Short Film
- Solus, J2 Productions, Short Pilot
- A Second Chance, Stroud Entertainment, Feature Film
- Nothing, VEENO, Music Video

FuseFX, Sherman Oaks, CA — 2D Intern, 2018

- · Complete assigned shots for dailies
- · Study and maintain communication under two dedicated mentors

The Moon's Milk — Compositor, 2018

- Independent short stop-motion animation with successful crowdfunding campaign
- Paint-out puppet rig removal and cleanup

Studio X, Academy of Art University, San Francisco, CA — Compositor, 2018

- Triptych: BLOOD, Music Video (in post-production)
- The World of Steam, Web Series eps. 2 (in post-production)
- Slingshot Prince, Short Film

ADDITIONAL EXPERIENCE

WRNN-TV/ FiOS 1 News, Rye Brook, NY — Broadcast IT Technician, 2014 - 2016

- Perform maintenance of broadcast, field & studio equipment
- Coordinate transmission of inbound IP, Fiber & Satellite RF
- Document Standard Operating Procedures
- Cross-train as Master Control Operator monitoring 7 high-value channel chains including: FiOS1 News, RNN, NHK, Arise, and Arirang TV

Studio X, Academy of Art University, San Francisco, CA — VFX Editor, 2017

- Maintaining sequence edits and inserting vfx shots into the timeline
- Ensuring Shotgun is maintained with current shot counts and ingesting new media

Frederator Networks — Research Writer, 2015 - 2016

• Freelance Writer for "107 Facts" on the Frederator Youtube channel

SKILLS

- Compositing, 2D/3D Tracking, Matchmoving, Matte Extraction, Color Correction, Vray, Plate Cleanup, 360 Compositing, Stereo 3D Conversion
- Software: Nuke, Maya, PFTrack, Photoshop, Premiere, Mocha After Effects, Mudbox, Cara VR, SynthEyes, Shotgun

EDUCATION

Academy of Art University, San Francisco, CA — MA Animation & VFX, 2017 - 2018

State University of New York at Oneonta, Oneonta, NY — B.S. Computer Art B.S. Mass Communications - Conc. Production, 2009 - 2013
Study Abroad: Florence University of Art, Florence, Italy - 2012