

Robert Winfield

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SUMMARY:

I've been a Flame Artist going on 15 years, and Nuke Compositor for the past 4 years, handling a full spectrum of media: film, commercials, episodic television, music videos, and motion graphics. I've worked in both lead and support capacities, acted as 2D supervisor on-set, and managed numerous client-driven interactive sessions.

My compositing skillset includes extensive experience in the following: multi-pass CG compositing, 2.5D and 3D pan & tile systems, bluescreen/greenscreen matte extraction, complex clean-ups, color grading, conforming, and motion graphic/typography animation.

I also possess strong Photoshop skills, and am familiar with Flare, After Effects, and PF Track. In addition, I've worked as a Senior Broadcast Designer for 6 years, winning two BDA (Broadcast Design Association) awards.

EXPERIENCE:

Logan Marina del Rey, CA 2012

Flame Compositor

* Commercial project: "Call of Duty Elite"

* Compositing tasks include removal of gun holsters, paint-work to correct game footage errors.

Big Block Santa Monica, CA 2011

Flame Compositor

* Commercial project: "Fiat 500 My World feat. J'Lo."

* Compositing tasks include integration of CG & plate elements for US to EU cars, rig removal of reflections/shadows, extensive signage clean-up, Jlo beauty work.

Method Studios Santa Monica, CA 2011

Flame Compositor

* Film: "Project X" (2012 Q01 release).

* Compositing tasks include integration of pyro elements for handheld video-style footage, as well as extensive rig removal, clean-up, color correction, and multiple-take plate blending.

Digital Domain Venice, CA 2009 -2011

Flame / Nuke Compositor

* Commercial projects: "Gears of War 3," "Dodge" "Ubisoft," "Children's Healthcare of Atlanta," "Sprint," "Allstate," "Shrek/Royal Caribbean," "Disney," "Infiniti," "Comcast," "Microsoft," "Ciroc," "One Touch," "7Days."

* Film: "Thor," "Detention."

* Music Video: Miley Cyrus "Can't Be Tamed."

* Compositing tasks include photoreal & stylized CG integration, color grading, greenscreen/bluescreen extraction, 2D effects, clean-up, shot layout/design, 2.5D matte painting.

Sony Imageworks	Culver City, CA	2011
Senior Compositor		
* Film: "Green Lantern"		
* Compositing tasks include photoreal CG integration of suit and energy w/live action heads, 2.5D environments, bluescreen extraction, color correction, 2D effects.		
Public VFX	Venice, CA	2010
Flame Artist / Compositor		
* Commercial projects "Lincoln: No Other Anything, All Things Equal, Standards."		
* Compositing tasks include 2D re-lighting, color grading, clean-up, tracking.		
A52	Santa Monica, CA	2009 - 2010
Flame Artist / Compositor		
* Commercial projects: "Nike," Sears," "Adidas," "Rexona," "Nescafe," "Lego."		
* Music Video: Selena Gomez (Sears Arrive Air Band) "I'm Gonna Arrive."		
* Compositing tasks include photoreal & stylized CG integration, color grading, greenscreen/bluescreen extraction, 2D effects, clean-up, shot layout/design.		
Motion Theory	Venice, CA	2008 -2009
Senior Flame / Nuke Compositor		
* Commercial projects: "NFL," AT&T," "Purex," Honda," "HP," "Nintendo."		
* Music Videos: Green Day "Know Your Enemy," Black Eyed Peas "Boom Boom Pow," Sara Bareilles "Gravity."		
* 2D Lead: management of comp and roto/clean-up teams.		
* Compositing tasks include photoreal & stylized CG integration, color grading, greenscreen/bluescreen extraction, 2D effects, clean-up, shot layout/design.		
Beau Studio	Culver City, CA	2009
Senior Nuke Compositor		
* Commercial project: "Oregon Lottery: Trashformers"		
* Compositing tasks include photoreal & CG integration, A/B plate blending; color grading, 2D effects, clean-up.		
X1FX	Culver City, CA	2008
Flame / Inferno Compositor		
* Commercial project: "Dark Hunter: Acheron"		
* Compositing tasks include color correction, refining greenscreen keys, and typography effects and animation.		
Look Effects	Hollywood, CA	2008
Flame / Inferno Compositor		
* Film/TV projects include "Speed Racer" and "Bones."		
* Compositing tasks include clean-up/rig removal, scene extensions, tracking, color correction, and pulling greenscreen keys.		
Hydraulx	Santa Monica, CA	2007-2008
Flame / Inferno Compositor		
* Film projects include "The Curious Case of Benjamin Button," "The Incredible Hulk," "Jumper," "Aliens vs. Predator - Requiem," "Invasion," and "Fantastic Four: Rise of the Silver Surfer."		
* Compositing tasks include CG integration, pulling greenscreen keys, tracking, color correction, and clean-up/rig removal.		

- Kakaty Entertainment Los Angeles, CA 2007
Lead Flame / Inferno Composer
 * Music Video: Pop Evil "Somebody Like You" (Kakaty Entertainment).
 * Compositing tasks include pulling greenscreen keys, color correction, tracking, stabilization, and roto.
- Lakeshore Entertainment Los Angeles, CA 2007
Lead Flame / Inferno Composer
 * Music Video: Atreyu "Her Portrait in Black" (Underworld:Evolution OST)
 * Compositing tasks include integration of existing film elements into music video plates, color correction, tracking, and roto.
- G4 Media Los Angeles, CA 2004 - 2007
Lead Flame Artist / Composer; Senior Broadcast Designer
 * Composer, animator, and senior designer for show packages and promos.
 * Supervisor for greenscreen shoots; Director for live action footage.
 * Additional software: After Effects, Combustion, Photoshop.
- TechTV San Francisco, CA 2001 - 2004
Lead Flame Artist / Composer; Senior Broadcast Designer
 * Composer, animator, and senior designer for show packages and promos.
 * Won two BDA awards: "Darwination" station ID and "TechLive" show open.
 * Supervisor for greenscreen shoots.
 * Director for live action footage.
 * Additional software: After Effects, Combustion, Photoshop.
- Xaos, Inc. San Francisco, CA 1999 - 2000
CG Artist / Generalist
 * Focus on 4K Imax features, 2K location-based entertainment, and broadcast graphics.
 * 3D Studio Max modeler, animator, and layout artist.
 * Shake, Combustion, Fusion, and After Effects compositor.
 * Designer for ABC News' "Election 2000" coverage.
- Academy of Art College San Francisco, CA 1999
Flame / Flint Instructor
 * Taught advanced level compositing and image processing course, featuring techniques in Flame / Flint, Pandemonium, and Photoshop.
- City College San Francisco, CA 1999
Multimedia Design Instructor
 * Taught survey course on history, development, and fundamentals of graphic and broadcast design for multimedia-based applications.
 * Course topics include color theory, motion theory, layout, and typography.
- Organic, Inc. San Francisco, CA 1997-1999
Senior Graphic Designer
 * Lead designer for online identity and company websites.
 * Clients include Sega, Nike, Starbucks, Hewlett Packard, and Ringling Bros.

Ziff-Davis San Francisco, CA 1995-1999
Art Director / Senior Graphic Designer - Electronic Publishing
* Art director / lead designer for monthly-themed "CG-ROM," published on CD-ROM by "Computer Gaming World" magazine.

Substance, Inc San Francisco, CA 1993-1995
Co-founder / Art Director / Senior Graphic Designer
* Co-founded start-up multimedia company, distributed by Sony Imagesoft.
* Co-created and art directed "substance.digizine," a quarterly arts and entertainment interactive magazine published on CD-ROM.

EDUCATION:

Academy of Art College San Francisco, CA 1995-1997
Master of Fine Arts: Computer Arts
* Focus on compositing and image processing (Flame / Flint), and 3D animation / compositing (Alias PowerAnimator).

UCLA Los Angeles, CA 1991-1993
Master of Fine Arts: Screenwriting (incomplete)
* Focus on writing screenplays for feature film.

UCLA Los Angeles, CA 1987-1991
Bachelor of Arts: English Literature