

**Jason Heinze**  
**Compositing, Matchmoving, Rotoscoping, Paint**  
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**Objective:** To produce quality work while expanding my education and horizons in visual effects.

**Education:**

**Full Sail University** Winter Park, FL

Bachelor of Science Degree in Computer Animation Aug 2006 -Jun 2008

- Learned expert communication skills.
- Worked in a team environment in an industry pipeline setting.
- Expanded my knowledge of software and skills that are needed in the industry.
- Became an expert at time management.
- Achieved an award for perfect attendance.

**Education:**

**FXPHD**

<http://www.fxphd.com>

Various terms between May 2008 - Current

- Intermediate and advanced training in Shake and Nuke
- Basic Reelflow 4 training
- After effects motion graphics theory and training
- Recreate many project using methods learned in the lessons.

**Experience:**

**Neoscape Inc.** Boston, MA

<http://www.neoscape.com>

Digital Compositor & FX

Oct 2008 - Aug 2009

- 2D multilayer compositing.
- Extensive matchmoving, rotoscoping and green screen extraction.
- Integration of live plates into 3D environments & 3D elements into live plates.
- Reelflow fluid simulations.
- Create final grade for finals.
- Dust busting & various digital removals

**KSFilms** Winter Park, FL

**Lighting Grip, Visual Effects Supervisor**

Dec 2007 -Apr 2008

- Aid the key grip in on set lighting.
- Procure information about the camera used for shots that require post process visual effects.
- Supervise team of four artists to complete the shots given to us in a timely manner.
- Color Correction, Rotoscoping, 2D paint for object removal.
- Meet with directors and producers to constantly update them on the progress of the vfx shots.
- Make sure the team completed their quality tasks efficiently.
- Ship the effects by scheduled deadline.

**Academic Projects:**

**CSF\_Street** Winter Park, FL

**Digital Composer**

Jan 2008 - Feb 2008

- Integrate two CG automobiles into live HD plate.
- 3D matchmoving
- Sky replacement
- 2D tracking, Color Correction, animation, shading, lighting & rendering of passes used.
- Programs: Shake, Maya and Syntheyes

**Goldilocks** Winter Park, FL

**Lighting and Scene Finishing Lead**

Nov 2007 - Dec 2007

- Lighting, Effects and Scene finishing lead for short 3D film in software tech class.
- Worked in an organized pipeline.
- Given one month to learn new software and create a digital 3D short film.
- Interact with directors and interpret art direction to pass onto intended groups.

**Watermelon** Winter Park, FL

**Visual Effects Artist**

Dec 2007

- Worked with a team of four artists to recreate a scene of a watermelon exploding.
- Created particle simulations, hard body, soft body, hair and fur dynamics.
- Programs: Maya and Nuke.

**Aztec Temple** Winter Park, FL

**Team Lead**

Sep 2007 - Oct 2007

- Lead a of a team of four artists to create a game level in Unreal Editor 2004.
- Create visual effects, game lighting, static models, textures and materials.
- Make sure assets were in by deadline and work met the set standards.
- Programs: Maya, Unreal Engine 2004, Photoshop and Crazybump.

**Skills:**

<ul style="list-style-type: none"> <li>• Compositing</li> <li>• Simulation</li> <li>• Matchmoving</li> <li>• 2D Paint / Wire removal</li> <li>• Rotoscoping</li> <li>• Lighting</li> <li>• Character Animation</li> </ul>	<p style="text-align: center;">Fluid</p> <ul style="list-style-type: none"> <li>• Apple Color</li> <li>• Photoshop</li> <li>• Shake</li> <li>• Syntheyes</li> <li>• Maya</li> <li>• After Effects</li> </ul>
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**Software:**

Final Cut Pro  
 Adobe Premiere  
 PFTrack  
 Realflow  
 the Foundry Nuke

**References:**

<p><b>Rob MacLeod</b>        330 Congress St. Boston, MA 02210        (617) 345-0330        Robert.MacLeod@neoscape.com        Neoscape Inc.        Owner        Professional</p>	<p><b>Jo Kiefer</b>        Winter Park, FL        (407) 679-0100 #2354        jkiefer@fullsail.com        Full Sail University        Associate Course Director        Academic</p>
<p><b>Ryan Boyle</b>        Winter Park, FL        (407) 925-7975        rboyle@fullsail.com        Full Sail University        Web Content Development        Academic</p>	