

BASHIR HAMID

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VFX ARTIST

www.bhamid.com

OBJECTIVE

To work with creative talent in a dynamic production environment that will challenge my skillset, offer me the opportunity to learn, explore as well as to contribute; all in the drive to create entertaining and influential visual content.

FEATURE PROJECTS

Series "Game of Thrones": Nuke Compositor	MPC Vancouver: Vancouver, Canada: April 2014
Film "Edge of Tomorrow": Nuke Compositor	MPC Vancouver: Vancouver, Canada: February 2014
Lifetime "Witches of the Eastend" Promo: Nuke Compositor	Juniper Jones: New York, NY: September 2013
Cinematics "Skylanders 3 Swapforce": Nuke Compositor	PandaPanther: New York, NY: May - July 2013
Webseries "Halo 4:Forward Unto Dawn": Nuke Compositor	Polynoid: Berlin, Germany: August - October 2012
Film "Cloud Atlas": Nuke Compositor	BlackMountain: Stuttgart, Germany: April - June 2012
AXE "Factory": 3D XSI Lighter/Shader/Nuke Precomp	Mill NY: New York, NY: October - November 2011
Nike "Bespoken": 3D Softimage Animator/Render	Mill NY: New York, NY: September 2011
Film "Flowers of War": Nuke Compositor	Technicolor: Beijing, China: July - September 2011

EXPERIENCE

Freelance VFX artist April 2006-current

Role: Senior Nuke Compositor/Lead AE Compositor

- Greenscreens extraction, additive hair mattes, integrate 3D obj elements, camera projections, 2D/3D tracking.
- precomp render passes in Nuke as 3D lighter for final composite by Flame artists.
- composited final style test for approval by creative director and agency clients
- setup Nuke node tree of 3D environment for team/setup AE template from approved style for team
- troubleshoot 2D effects and possible solutions from elements and FX

Role: 3D XSI Lead/3D Technical Director

- setup passes, lighting and rendering, and precomp passes for flame compositors in Nuke
- troubleshoot complex effects and offer directors multiple solutions
- setup template 3D scenes of shots for animators and effects artists
- manage team of 3D artist according to their strengths and optimize project workflow
- assist team as generalist; texturing, rigging, animation, modeling, tracking

Companies:

DigitalKitchen, PandaPanther, Psyop, Rabbit, Shilo, Stardust, SuperFad, Suspect, Trollback, Tronic, UVPH, Technicolor Beijing, Mill NY, MPC NY

UVPH

2D/3D Animator

New York, NY Lead

Feb 2004 - April 2006

- 3D animator, compositor and VFX supervisor for broadcast, commercials, and music videos

CORE: Coalition for Residential Education

Media Specialist

Washington, DC

Oct 2003 - Feb, 2004

- Web/print designer and video editor. Mentored youth from disadvantaged backgrounds.

CustomDisc Inc

Junior Graphic Designer

Stamford, CT

Aug 1999 - Aug 2000

- Designed webpages, CD covers/booklets, and enhanced---CD interfaces for record labels.

EDUCATION

- **Rensselaer Polytechnic Institute** Troy, NY
BS in Electronic Media, Arts, and Communication graduated Dec. 2001
- **ART CENTER** in Albert Einstein Highschool Silver Spring, MD
Fine Arts Magnet Program graduated May 1997

SKILL

- Softimage XSI [generalist], Nuke, AfterEffects, Photoshop, Illustrator, PF Track, Boujou
- Matte painting, illustration, drawing, painting, concept/character design, storyboarding

showreel/portfolio available at www.bhamid.com

references available upon request