

Phillip A. Duerremeier

Objective • A position as a Image Compositor that may or may not require the need for a 3D Generalist.

Skills • Experienced in Nodal Compositing and Multi-Pass Render Compositing.
As well as Keying, Tracking, and Motion Graphics.

Software Used:

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|-----------------|-----------------|-----------------|
| • Maya | • Vue | • Photoshop |
| • Composite | • After Effects | • SynthEyes |
| • Octane Render | • MatchMover | • Final Cut Pro |

Experience

- Method Design/Method Studios, CA. 2012
 - Call Of Duty: Black Ops II - 3D Generalist
 - Verizon Fios NFL: Commercial Spot(2012) - 3D Generalist/Comp Prep
- Freelance as a Full-Service Post-Production Artist. CA. 2009-2012
 - Clients Included: Earth Class Mail Corp., Unique Retreat LLC.
(Full List Available Upon Request)
- PixelDust Studios, MD. 2008-2009
 - Senior Artist -Lead Environment Artist -Lead Shake Compositor
 - Clients Included: National Geographic Television, Discovery Channel, Nova, Animal Planet.
(Full List Available Upon Request)
 - Credits: (Full List Available Upon Request)
- Perpetual Motion Films, CA. 2006-2007
 - Lead Artist - Lead Effects Artist -Lead Shake Compositor
 - Client: History Channel
 - Credit: Boneyards
- New York Film Academy, CA. 2003
 - Teaching Assistant

Education

- Brooks Institute of Photography, CA. 2006
 - Bachelor of Arts; Film and Video Production
 - Graduated Cum Laude
- All4DVD - Apple Pro Certification course, CA. 2006
 - Apple Certified Pro, Shake 4
- New York Film Academy, CA. 2002-2003
 - 1 year filmmaking program
- New York Film Academy, CA. 2000
 - 6 week filmmaking program

Languages • English • Spanish • German