

Mark Watson
San Francisco, CA
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Work Experience

Lead Compositor - January 2011 - Present
AAU Production Collaborative, San Francisco, CA

- Supervised Compositors and oversaw the running of projects
- Maintained team consistency on established show protocol, including naming conventions, rendering formats, frame rates, resolution and folder hierarchy
- Managed the review of dailies and advised artists how to proceed to maintain deadlines
- Communicated directly with clients, directors and producers
- Ensured all matter released to the client met the established show protocol
- Evaluated the creative and technical approach for assigned shots
- Mentored junior level artists and assigned shots within their individual skill sets
- Maintained constant communication with production team
- Prioritized and assigned shot schedule to meet deadlines
- Performed all tasks associated with compositing, including keying, tracking and roto
- Created, rendered, and integrated 3d elements for shots

Shows:

<i>Title Unreleased</i> (2012)	Independent TV episode
Sunrise: Voskhod (2011)	Independent short film
Hired Gun (2011)	Student thesis short film

Compositor - June 2010 - December 2010
AAU Production Collaborative, San Francisco, CA

- Performed all tasks associated with compositing, including keying, tracking and roto
- Sustained constant communication with senior artists and production team
- Maintained proper show protocol, including naming conventions, rendering formats, frame rates, resolution and folder hierarchy.

Shows:

<i>Title Unreleased</i> (2012)	Independent short film
Crazy Beats Strong Every Time (2011)	Independent short film, Sundance Audience Choice Award 2011
Sol (2010)	Independent feature
Task Force 318 (2010)	Independent short film
Arthur Savile's Crime (2010)	Independent short film

Texturing and Lighting Artist - January 2009 - August 2009
AAU Production Collaborative, San Francisco, CA

- Performed all tasks associated with texturing and lighting, including shaders and rendering
- Sustained constant communication with senior artists and production team
- Maintained proper show protocol, including naming conventions, rendering formats, frame rates, resolution and folder hierarchy.

Shows:

Bot (2010)

An Interview with Ranger Guss (2009)

Student thesis short film

Student thesis short film,

Accolade Competition Award of Merit 2009

Technical Skills

- Proficient on MAC and PC based environments
- Expert knowledge of Nuke, Photoshop
- Experience in Maya; lighting, scripting, shading, particles and rendering
- Experience in After Effects and Premiere
- Excellent organizational, communication and team leading skills
- Enjoy problem solving and critical thinking
- Excellent task prioritization and time managing skills
- Highly enthusiastic and take pride in my work
- Great note-taking and writing ability
- Highly tuned visual aesthetic acuity including knowledge of color, lighting, perspective, depth, and composition
- Proficient in digital photography and set lighting

Education

December 2011, Academy of Art University, San Francisco, CA
Bachelor of Fine Arts – Animation & Visual Effects