

STUART BRUZEK

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OBJECTIVE

To gain a position within the visual effects industry that challenges current artistic skills while contributing to a company that produces inspiring visual effects.

EDUCATION

The Art Institutes International Minnesota
Bachelor's of Science in Visual Effects and Motion Graphics

September 2009

EMPLOYMENT

ICO VFX

Burbank, CA

February 2010 - Present

Stereoscopic Compositing Lead

- Converted 2d images to 3d stereoscopic images using proprietary software
- Fixed problems with images through compositing techniques
- Troubleshoot and helped develop conversion tools within company

Logan Media Inc.

Los Angeles, CA

February 2010

Freelance Roto/Matte Artist

- Rotoscoped video to produce alpha mattes
- Worked in professional pipeline with file management

Whoop Design

Minneapolis, MN

October 2009 - February 2010

Freelance Compositor

- Composited 3d and picture elements together to create a seamless shot
- Produced overall color correction look for sequence

SKILLS

Maya

PfTrack

Shake

After Effects

Combustion

Photoshop

Illustrator

Final Cut Pro

Nuke

Maya Live
