

CHARLES LAPAGE

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Profile

Extremely dedicated and creative visual effects artist focused on complete client satisfaction.

Ambitious, energetic and friendly, with experience in leadership roles and collaborating with colleagues.

Entering five years of industry experience.

Education: Bachelor of Arts and Science, Psychology, Boston University, May 2008

Mad Skills:

Highly proficient in Nuke 2d and 3d systems, projections and working with/creating 3D elements
Maya 3d modeling, lighting and rendering (V-ray)
Adobe Photoshop, matte painting and texture painting

Professional Experience

Digital Compositor/VFX Artist, Hasbro (Cake Mix Studios) Pawtucket, RI 2012-Current

Digital compositing for toy commercials that involved 3d environment setups within nuke to quickly propagate through other shots for composites.

Digital Compositor/VFX Artist, FXPHD 2011-2013

Teaching Nuke courses that include compositing techniques from rotoscoping and keys to working with/creating 3d elements, while maintaining compositing efficiency to accomplish a final composite.

Pipelines: peeking into structure and integration.

Nuke <-> Maya workflows: practical real world examples using various passes to accomplish a variety of compositing techniques quickly and easily.

Digital Compositor/VFX Artist, Zero VFX Boston, MA 2010-2012

Digital compositing for films, such as Zookeeper, Hall Pass, Project X, Here Comes the Boom
Digital compositing for commercial spots, such as Dunkin Donuts, Subway, Ocean spray, McDonald's, and more.

Compositing shots and generating backgrounds in Nuke using 3d systems for set extension and environment creation. For example, some of my recent duties during our last feature included gizmo creation for a stadium crowd for other artists to implement, as well as compositing over 30 shots for the film.

Digital Compositor, Accomplice Edit/TOIL Boston, MA 2011-2012

Digital compositor on Virgin Mobile commercials, using Nuke for keying and composites.

Digital Artist, Beckman VFX Natick, MA 2010-2011

Performing freelance work doing composites and motion graphics.

Creating interface elements for the generation of medical software/interactive training videos

Digital Compositor/VFX Artist, Brickyard Filmworks Boston, MA 2008-2010

Advanced from Rotoscope Artist to Digital Compositor while working on *The Proposal* (2009)

Co-lead a team of artists on projects modeling, lighting, and rendering 3d elements for *Surrogates* (2009) while simultaneously doing compositing work for the movie's scenes

References available upon request.