

Robert Winfield

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SUMMARY: Thirteen years compositing experience on Flame / Inferno. Three years compositing experience in Nuke. Familiar with After Effects, Combustion, Photoshop, PF Track & 3D Studio Max. Worked on 2K, 4K, HD, and SD formats. Senior Broadcast Designer for six years. Winner of two BDA awards. Director / supervisor for greenscreen shoots.

EXPERIENCE: Digital Domain Venice, CA 2009 - Present

Flame / Nuke Compositor

* Commercial projects: "Disney," "Infiniti," "Comcast," "Microsoft," "Ciroc," "One Touch," "7Days."

* Music Video: Miley Cyrus "Can't Be Tamed."

* Compositing tasks include photoreal & stylized CG integration, color grading, greenscreen/bluescreen extraction, 2D effects, clean-up, shot layout/design, 2.5D matte painting.

A52 Santa Monica, CA 2009 - 2010

Flame Artist / Compositor (Contractor)

* Commercial projects: "Nike," Sears, "Adidas," "Rexona," "Nescafe," "Lego."

* Music Video: Selena Gomez (Sears Arrive Air Band) "I'm Gonna Arrive."

* Compositing tasks include photoreal & stylized CG integration, color grading, greenscreen/bluescreen extraction, 2D effects, clean-up, shot layout/design.

Motion Theory Venice, CA 2008 -2009

Senior Flame / Nuke Compositor (Contractor)

* Commercial projects: "NFL," AT&T, "Purex," Honda, "HP," "Nintendo."

* Music Videos: Green Day "Know Your Enemy," Black Eyed Peas "Boom Boom Pow," Sara Bareilles "Gravity."

* 2D Lead: management of comp and roto/clean-up teams.

* Compositing tasks include photoreal & stylized CG integration, color grading, greenscreen/bluescreen extraction, 2D effects, clean-up, shot layout/design.

Beau Studio Culver City, CA 2009

Senior Nuke Compositor (Contractor)

* Commercial project: "Oregon Lottery: Trashformers"

* Compositing tasks include photoreal & CG integration, A/B plate blending; color grading, 2D effects, clean-up.

X1FX Culver City, CA 2008

Flame / Inferno Compositor (Contractor)

* Commercial project: "Dark Hunter: Acheron"

* Compositing tasks include color correction, refining greenscreen keys, and typography effects and animation.

Academy of Art College San Francisco, CA 1999
Flame / Flint Instructor
* Taught advanced level compositing and image processing course, featuring techniques in Flame / Flint, Pandemonium, and Photoshop.

City College San Francisco, CA 1999
Multimedia Design Instructor
* Taught survey course on history, development, and fundamentals of graphic and broadcast design for multimedia-based applications.
* Course topics include color theory, motion theory, layout, and typography.

Organic, Inc. San Francisco, CA 1997-1999
Senior Graphic Designer
* Lead designer for online identity and company websites.
* Clients include Sega, Nike, Starbucks, Hewlett Packard, and Ringling Bros.

Ziff-Davis San Francisco, CA 1995-1999
Art Director / Senior Graphic Designer - Electronic Publishing
* Art director / lead designer for monthly-themed "CG-ROM," published on CD-ROM by "Computer Gaming World" magazine.

Substance, Inc San Francisco, CA 1993-1995
Co-founder / Art Director / Senior Graphic Designer
* Co-founded start-up multimedia company, distributed by Sony Imagesoft.
* Co-created and art directed "substance.digizine," a quarterly arts and entertainment interactive magazine published on CD-ROM.

EDUCATION:

Academy of Art College San Francisco, CA 1995-1997
Master of Fine Arts: Computer Arts
* Focus on compositing and image processing (Flame / Flint), and 3D animation / compositing (Alias PowerAnimator).

UCLA Los Angeles, CA 1991-1993
Master of Fine Arts: Screenwriting (incomplete)
* Focus on writing screenplays for feature film.

UCLA Los Angeles, CA 1987-1991
Bachelor of Arts: English Literature