

Erin Bosworth

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PROJECT MANAGEMENT | CREATIVE SUPERVISION | COMPOSITOR

Led and supervised teams and projects within the film and television visual effects domain. A resourceful problem-solver with keen attention to detail. 15+ years of experience in the media industry. Served as Senior Compositing Supervisor for over 5 years, leading a department of 50+ digital artists and supervisors.

Key skills include:

- Efficiently overseeing multimillion-dollar projects in the compositing department
 - Providing creative direction to realize client creative visions
 - Facilitating productive client-facing planning sessions
 - Collaborating across departments for timely budget-conscious project delivery
 - Recruiting and training artists of various skill levels
 - Implementing efficiency-driven plans for tight deadlines high-pressure environments
 - Conducting bidding and cost estimation processes
 - 15+ years of hands-on experience with creative software in advertising, TV, and film
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PROFESSIONAL EXPERIENCE

Encore VFX, *Los Angeles, California*

Head of Compositing Department | Senior Compositing Supervisor (October 2016-September 2023)

Effectively managed multiple projects from start to finish, collaborating across departments to meet creative and technical requirements. Led and supported a team of artists and supervisors to achieve project goals.

Notable accomplishments:

- Senior compositing supervisor on various notable projects such as Doom Patrol, Insecure, Black Lightning, Minx, Titans, Jay and Silent Bob Reboot and others.
- Collaborated with clients during pre-production to strategize and establish optimal post-production compositing workflows
- Implemented efficient project management protocols to meet tight deadlines.
- Assigned artist resources and worked with producers to create and maintain schedules

Big Block, *Los Angeles, California*

VFX Senior Compositor (2016 June-September, December 2014, January-June 2015)

In addition to visual compositions, worked directly with clients for pre-production planning as well as feedback meetings.

Notable projects/brands:

- GMC photoreal online marketing (*ad campaign*)
- Under Armor sneaker (*ad campaign*)

Roger TV, *Los Angeles, California*

VFX Senior Compositor (2016 August)

Worked on commercial advertising projects doing both compositing and motion graphics.

Notable projects:

- Nickelodeon promo featuring Jack Black (*ad campaign*)

The Mill Chicago, *Chicago, Illinois*

VFX Senior Compositor (2016 May)

Collaborated on a VR headset experience for Makers Mark. Used Nuke's cara VR toolset in order to achieve the 3D fully immersive experience.

Notable projects:

- Makers Mark (*ad campaign*)

Rodeo FX, *Santa Monica, California*

VFX Senior Compositor (2016 January-April)

First experience working in a satellite studio with the majority of the team in Montreal, Canada.

While there were technical challenges we were able to collaborate and create amazing visuals and gave me valuable experience working remotely.

Notable projects:

- Game of Thrones HBO (*television series*)
- The Space Between Us (*Film*)

Shade VFX, *Santa Monica, California*

VFX Compositor (2015 July-December)

Engaged in many creative and technically challenging projects, including digital set extensions with muppets, to seamless invisible VFX in The Intern, beauty work, and 3D integration in a cowboy meet sci-fi alien film and lots of cool guns and explosions among other things.

Notable projects:

- Cowboys and Aliens (*Film*)
- The Muppets Movie (*Film*)
- The Dictator (*Film*)
- The Intern (*Film*)
- The 5th Wave (*Film*)

Weta Digital, *Wellington, New Zealand*

VFX Compositor (July 2013- April 2014)

Worked with the team to bring a dragon sleeping in a room full of gold to life. Partial set extensions, green screen, 3D dragon integration, stereoscopic plus the added technical requirement to work in 48 fps at 4k resolution.

- The Hobbit: Desolation of Smaug (*Film*)

Sony Picture Imageworks, Culver City, California

VFX Composer (April 2012-February 2013, January-May 2011)

Began as a pre-composition artist, progressed to pre-composition lead before transitioning to the composition team to create out of this world visuals for partial sets in space on Green Lantern and fantasy larger than life visuals for the land of OZ.

Notable projects:

- Green Lantern (*Film*)
 - Oz the Great and Powerful (*Film*)
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EDUCATION & PROFICIENCIES

Information Technology Skills

- Foundry's Nuke
- Adobe Creative Cloud: After Effects, Photoshop, Premiere Pro, Illustrator
- Boris FX's Mocha Pro
- Microsoft Office Suite
- Shotgrid
- Proficient in macOS, Windows, Linux

University of Utah, *SLC, Utah*

2001-2003, Extensive coursework in the Communication department