

Leslie Styler

3D Generalist, Marketing, Entrepreneur

Gilbert, AZ 85296

treejmail@yahoo.com

Professional Summary

TheaterTickets.com

Willing to relocate to: Los Angeles, CA

Authorized to work in the US for any employer

Work Experience

Chief Social Media Officer

TheaterTickets.com-Gilbert, AZ

December 2015 to 2018

Gilbert, AZ

Writing: Social media writing effective copy in a lot of different styles, for websites, social media. Writing for Search Engine Optimization (SEO). Curate relevant content to reach the company's ideal customers. Create, curate, and manage all published content (images, video and written). Monitor, listen and respond to users in a "Social" way while cultivating leads and sales. Research online advocacy and open stream for cross-promotions. Develop and expand community and/or blogger outreach efforts. Oversee design (ie: Facebook Timeline cover, thumbnails, ads, landing pages, website and blog). Market research for ticket buyers.

Design, create and manage promotions and Social ad campaigns.

Compile report for management showing results

Chief Executive Officer

Sicilian Sea Salt-Higley, AZ

2015 to 2018

Social Media manager in charge of all social media marketing. Packaging, emails, and mailing.

Business Owner

Leslie Styler Photography-Gilbert, AZ

November 2008 to January 2018

Portrait photographer, newborns, maternity, and family photography. SEO, Dreamweaver, Photoshop, Lightroom. Marketing for new clients and researching. Sales for Professional printing products and professional prints. Website building in Dreamweaver of website www.LeslieStyler.com. Website building for my blog of my company in software Wordpress <http://blog.lesliestyler.com/>. I built up my Professional Photography Studio 10 years. The studio included multiple backgrounds, maternity clothing, studio lighting, and baby props. Professional photo editing on client photos in Photoshop and Wavelike. My job was helping clients by designing their sessions around their desires, from start to finish from colors, textures to giving them their finalized photos. Creating images for and preparing them for professional printing. Ordering Professional products. Weekly research on updated new styles. Took classes online daily for photography, camera, photography equipment, studio lighting, marketing, SEO, Social Media, administration, business classes and more. Preparing clients for of photography sessions. Designing photo albums in software Fundy. Data and Analytics.

Matchmoving

Kleiser Walczak-Los Angeles, CA
May 2006 to August 2006

Matchmoving woman rolling so the 3D skin was attached to her as she rolled over. X-Man - The Last Stand.

Senior Matchmover

Screaming Death Monkeys-Los Angeles, CA
February 2005 to August 2005

Heidi Four Paws (Video) Camera Tracking and matchmoving of dog heads for lip-synch animation on the feature film Heidi Four Paws.

Matchmover

Asylum Visual Effects-Santa Monica, CA
October 2004 to August 2005

Camera Tracking, Matchmoving of characters for effects for the feature film Sky High. Software used is SynthEyes, Maya and Renderman.

Tracker/ Matchmover

Pixel Magic-Los Angeles, CA
January 2005 to April 2005

Lightroom Pixel Magic Tracker / Match mover, Pixel Magic- Fantastic Four (Feature Film) Modeling, rigging and skinning, tracking of characters for effects for the feature film Fantastic Four. Software used is SynthEyes and Maya.

Matchmove Artist

Asylum Visual Effects-Santa Monica, CA
September 2004 to October 2004

Matchmover

Sky High (Feature Film) Camera Tracking, Matchmoving of characters for effects for the feature film Sky High. Software used is SynthEyes, Maya and Renderman.

Compositor

Acme Films-Los Angeles, CA
August 2004 to September 2004

Drew Carrey Green Screen Show (TV) Compositor worked on green screen shots for the Drew Carrey Green Screen Show. Software used was After Effects.

Matchmover

Giant Killer Robots-San Francisco, CA
March 2004 to March 2004

Blade 3 (Feature Film) Matchmoving and created blend shapes on the Rig for the feature film Blade 3. Software used was Maya.

Tracker

Digital Domain-Los Angeles, CA
January 2004 to March 2004

Adidas (TV Commercial) Electronic Arts (TV Commercial) Camera tracking and matchmoving on commercials for clients such as Adidas and EA. Software used was Maya and Track (Digital Domain Proprietary).

Matchmover

Rhythm and Hues-Los Angeles, CA

January 2003 to January 2004

Scooby Doo 2 (Feature Film) Camera Tracking, Matchmoving and HDRI stabilizations for the feature film Scooby Doo 2.

Software used was Rhythm & Hues Proprietary technologies.

Stan Winston Tracker / Matchmover.

My major responsibility was to meticulously and accurately animate virtual camera motion and parameters to match to live-action camera movement. I also had to be able to distinguish between a pan vs a dolly, a zoom vs a truck-in from the live-action plates alone. I match moved objects within a shot for example the CG Scooby Doo interacting with the live action Shaggy. Sometimes these objects were rigid bodies, other times they are dynamically changing, such as animals.

Education

Film (Bachelor's)

The Art Institute Of Los Angeles

2003

Computer Animation (Associates)

The Art Institute Of Pittsburgh-Pittsburgh, PA

2000

Fine Arts (Bachelor's)

Art Institute

Skills

- Video production
- Adobe Premiere Pro
- Animation production
- Rendering
- Editing for digital effects
- Visual effects compositing
- 3D animation
- Excel
- SEO
- Sketch
- Social media content
- Houdini
- Motion graphics
- Photoshop
- Maya
- Adobe Photoshop
- Painting

- Managing animation or digital effects teams - Largest animation or digital effects team managed (More than 20 members)
- Color theory
- Budgeting
- Digital lighting
- Adobe After Effects
- Animation rigging
- Character animation
- Unreal Engine
- Communication skills
- Concept artist experience
- Animation or digital effects experience within film industry
- Animation or digital effects experience within television industry
- Compositor experience
- Art direction
- Adobe Premiere
- Blender
- Digital art
- Layout design for animation
- Marketing
- Digital effects - Digital effects experience (6-10 years)
- Video editing
- Managing large-scale animation projects - Large-scale animation projects managed (More than 10 projects)
- Computer graphics
- 3D modeler experience
- ZBrush
- Digital compositing
- Microsoft Outlook
- Time management
- Developing visual effects techniques - Visual effects techniques developed (More than 10 techniques)
- Branding
- VFX artist experience
- Blogging
- Collaborating with major film studios as an animator or digital effects artist - Major film studios collaborated with as an animator or digital effects artist (6-10 studios)
- Character designer experience
- 3ds Max
- Lighting artist experience
- Animator experience
- Organizational skills

- Animation - Animation experience (6-10 years)
- Character design
- Adobe Illustrator
- Search Engine Optimization

Links

<http://Lesliebrennanart.com>

<https://theatertickets.com/>

<https://m.lesliestyler.com/leslie-brennan--vfx-.html>

<http://www.sicilianseasalt.com>

<http://lesliestyler.com/>

Certifications and Licenses

Driver's License

Additional Information

My Visual Effects Animation reel and portfolio.

<https://m.lesliestyler.com/leslie-brennan--vfx-.html>