

UMAR AHMED

VFX ARTIST
GENERALIST

415-918-1765
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San Francisco, CA
www.umarvfx.com

SKILLS

TECHNICAL

Compositing
Match moving
Color Correction
Green Screen Keying
Lighting
Texturing
Rotoscoping

INTERPERSONAL

Team Player
Critical Thinker
Highly Curious
Quick Learner

TOOLS

Nuke	Unreal
Maya	Unity
Houdini	After Effects
Photoshop	Mudbox
PF Track	Premiere Pro
ShotGrid	Final Cut Pro
MS Office	Basic Linux
Basic C++	Basic Python

PROFILE

Ardent and zealous compositor with a strong eye for detail, color, lighting, & adapting to new technology/applications. Team player with strong communication and time management skills in troubleshooting competing projects and priorities.

EDUCATION

BACHELOR OF SCIENCE (Game Programming) (2023-present)

MASTER OF FINE ARTS in Compositing (2022)

MASTER OF ARTS in Dynamics (2021)

BACHELOR OF ARTS in Compositing (2017)

School of Animation & Visual Effects, Academy of Art University, SF, CA

EXPERIENCE

STUDIO X: Compositor, SF, CA (2017-2022)

Mix of technical, interpersonal, and creative skills employed amidst a Visual Effects production pipeline. Attended dailies and made edits based on feedback from the VFX director/producer. Duties entailed:

- **WORLD OF STEAM** (*TV Series*): green screening, chroma keying, 2D/3D tracking, matte extractions, integration of 2D/3D elements.
- **THE FIX** (*motion picture*) research & look development conceptualized with the movie director/writer, & visual effects producer/director.
- **WATER** (*music video*) rotoscoping, paint fixes/patching, & filtering.

FREELANCE: Compositor, SF, CA (2022-present)

Work with clients to ascertain their vision/ideas and consistently execute them to be delivered in a timely fashion.

- **TIGER KING** (*motion picture*): collaborate with the producer and director of the movie to graphic design promo material.
- **SAMS BURGERS**: product design retail merchandise for the bistro.