

## Work Experience

### **Knights End Studios** **VFX /Illustrator/Editor** **2011-Current**

Visual effects compositor using both traditional and generative methods. Illustration for gaming, books, & movie posters. Video Editor for narrative, commercial and social in all formats.

### **Nexodus** **Compositor** **2021-Current**

Set Extension, chroma keying, sky/monitor replacement, beauty fixes, gunfire/general mayhem, invisible vfx & cleanup for film and episodic. Projects include *Indiana Jones and the Dial of Destiny*, *Dahmer*, *The Woman King*, *White Noise*, *Orville*, *Star Trek: Picard*, *Star Trek: Discovery*, etc.

### **ChickenBone** **Compositor** **2017-2021**

Crowd creation, set extension, sky/monitor replacement, gore, weapon enhancement, & cleanup. Projects include *Foundation*, *Space Jam 2*, *Queens Gambit*, *Westworld*, *Fear the Walking Dead*.

### **Wolverine VFX** **Compositor** **2015-2019**

De-Aging, set extension, pre-visualization, beauty work, monitor/screen replacement, practical effects enhancement, general horror effects and invisible vfx for projects such as *The Purge*, *Insidious*, *Aquaman*, *The Muppets* and *Nashville*.

### **Mass Exodus** **Compositor** **2015-2018**

Cleanup, set extension, monitor/screen replacement, practical vfx enhancement & invisible vfx for *Sleepy Hollow*, *Into the Badlands*, and *The Shannara Chronicles*.

### **Stereo D** **Finaling Artist/Stereoscopic Compositor** **2012-2015**

Cleanplate creation, tracking, 3D integration, cleanup, beauty work. Projects include *Pacific Rim*, *Godzilla*, *Marvel Phase 2*, *Jurassic World*, *The Spongebob Movie*, *Mad Max: Fury Road*, etc.

### **Comen VFX** **Compositor** **2012-2015**

Set Extension, stunt double face replacement, monitor replacement.

### **Pixel Magic** **Compositor** **2012**

Rig removal, split screen, 3D integration, fire/smoke, cleanup and general horror enhancement for *Beautiful Creatures* and *The Conjuring*.

### **Look! VFX** **Compositor** **2011-2012**

Chroma keying, cleanup, particle effects, gore, 3D integration, set extension, rig removal, gun effects for *The Muppets*, *Underworld: Awakening*, *Bones*, *Alex Cross* and *Life of Pi*.

### **Black Lantern Studios** **Lead/Senior Game Artist** **2007 - 2011**

Managed over 16 Nintendo DS projects, up to three concurrently with different styles & deadlines. Lead teams of over 20 artists while coordinating with client, tech and dev departments. Created game mock-ups, established pipeline, documentation and project estimates.

### **KSPR Springfield 33** **Creative Director** **2004 - 2007**

Responsible for all in house commercial/promotional production seen on air and live direction for local tv specials as well as animation, graphic design and editing as needed.

**Skills** --- Nuke, After Effects, Photoshop, Mocha, Premiere, Final Cut, Unreal. Apple, Win and Linux.

**Education** --- Missouri State University, *BFA Digital Animation, Film/TV production minor*.

**LinkedIn** --- <https://www.linkedin.com/in/dclaunch>

**IMDB** --- <https://tinyurl.com/3mp7s7ua>

**Visual Effects Reel** --- <https://knights-end.com/visual-effects>