

Fabian G. Jimenez

Compositing Supervisor

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Experienced VFX Compositing Supervisor with over 5 years of experience in leading technical and creative teams in high-pressure environments. Adept at managing complex digital effects projects, troubleshooting technical challenges, and collaborating with cross-functional teams to deliver high-quality results for film, television, and XR experiences. Proficient in project management, and technical problem-solving.

Key Qualifications

- Strong supervisory and project management skills, with a proven track record of delivering projects on time and within budget.
- Excellent communication and collaboration skills, with the ability to problem-solve, troubleshoot, and support production teams.
- Expertise with creative tools, including editorial and visual effects compositing tools like After Effects and Nuke.
- Proficient in XR and interactive technologies, leveraging prototyping tools like Bezi and Blender to create immersive and dynamic experiences.
- Adaptable in handling complex and dynamic production projects, ensuring quality and efficiency under tight deadlines.

Experience

Freelance - Video Production, Editing, and VFX Compositing

May 2024 - January 2025

- Refuge Visual Effects | Nuke Compositor - 1 Month
 - TV live-action compositing tasks using Nuke, including keying, rotoscoping, tracking, paint
 - Collaborated with creative directors and media teams to align visual effects with project goals and artistic vision.
- Layer - Creative/Media | After Effects Compositor - 7 months
 - Extensive animation compositing using After Effects for an animated series
 - Collaborated with creative directors and media teams to align visual effects with project goals and artistic vision.
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- Antenna Creative | Nuke Compositor - 2 months
 - Film compositing tasks using Nuke, including keying, rotoscoping, and integrating CG elements into live-action footage.
 - Worked closely with VFX supervisors to ensure that all visual effects met the highest standards of quality and consistency.
- Moving Target | Nuke/After Effects Compositor - On going
 - Utilized both Nuke and After Effects to create seamless visual effects and composites for a variety of projects.
 - Integrated 2D and 3D elements into live-action plates, ensuring cohesive and realistic results.
 - Coordinated with post-production teams to meet project specifications and deliver high-quality visuals on time.

Additional Experience

Encore VFX - Compositing Supervisor

June 2018 - Sept 2023

- Collaborating with the VFX Supervisor, VFX Producer, and Show Coordinators to understand project requirements, timelines, and goals. Developing a clear plan for the compositing team to execute the visual effects shots efficiently.
- Leading and managing the compositing team, assigning tasks, and providing guidance and feedback to achieve the desired results.
- Mentoring and developing the skills of individual team members.
- Ensuring that the compositing work meets the highest standards of quality and aligns with the creative vision of the project. Reviewing shots regularly and providing feedback for improvements.

Film - Compositing Supervisor

- Fear (2023)
- End of the Road (2022)
- Shadow Force (In Post-Production)

TV - Compositing Supervisor

- "Bad Monkey" - TV - Season 1 - (2023)
- "Special Ops: Lioness" - TV - Season 1 (2023)
- "SEAL Team" - TV - Season 6 (2023)
- "Walker: Independence" - TV - Season 1 (2022)
- "Batwoman" - TV - Season 2, 3 (2022)
- "Supergirl" - TV - Season 2-6 (2022)
- "The Winchesters" - TV - Pilot (2022)
- "Black Lightning" - TV - Season 2 (2018)

Achievements

2022 Leo Awards, WINNER

Best Visual Effects in a Dramatic Series - "Supergirl - Welcome Back, Kara."

2023 Bezi Holiday Christmas Augment Challenge: 1st Place Winner

Submitted an interactive prototype that allowed users to place and hang Christmas ornaments in their environment through mixed reality.

2023 Bezi + RTFKT Design Challenge: 2nd Place Winner

Designed an interactive proof-of-concept that can be experienced in VR/MR. I aimed to build upon the RTFKT + Animus Project lore to create a battle arena game. I focused primarily on crafting the introduction, aesthetic, and XR-UX of the game.

Personal Enrichment

2024 MIT Reality Hackathon - Participant

Engaged in a week-long immersive hackathon focused on XR innovation. Collaborated with multidisciplinary teams to develop cutting-edge applications in virtual and augmented reality.

Gained hands-on experience with the latest XR technologies and contributed to the development of a prototype that was presented to industry experts.

2024 AWE (Augmented World Expo) - Volunteer/Attendee

Attended the world's leading XR conference, where I participated in workshops, panels, and networking events with industry leaders. Explored emerging trends in augmented reality, virtual reality, and spatial computing, and engaged with thought leaders to stay at the forefront of XR technology and innovation.

Additional Experience

Encore VFX - Senior Composer

2015 - 2018

- "Boss Level" - Film
- "Doom Patrol" - Season 1, 2
- "Flash" - TV - Season 3
- "Supergirl" - TV - Season 2
- "Legends of Tomorrow" - TV - Season 2
- "Riverdale" - TV - Season 1
- "My Crazy Ex-Girlfriend" - TV - Season 2

Luma Pictures - Composer

July - Oct 2016

- "Dr. Strange" - Film - Marvel
- "Alien: Covenant" - Film

FuseFX - Composer

June 2016

- "The Get Down" - TV - Netflix

Synaptic Studios - Composer

May - June 2015

- "I Saw the Light" - Film

Method Studios - Composer

Jan - April 2015

- "Avengers: Age of Ultron" - Film

CoSA VFX - Composer

2012 - 2015

- "Gotham" - TV - Season 1
- "Agents of S.H.I.E.L.D." - TV - Season 1 & 2
- "CSI: Cyber" - TV - Season 1
- "Allegiance" - TV - Season 1
- "Almost Human" - TV - Season 1
- "Person of Interest" - TV - Season 3
- "Believe" - TV Season 1
- "Saving Mr. Banks" - Film
- "Divergent" - Film
- "Person of Interest" - TV - Season 2
- "Revolution" - TV - Season 1
- "Fringe" - TV - Season 5
- "Agents of S.H.I.E.L.D." - TV - Pilot
- "Almost Human" - TV - Pilot

Software

Hard Expertise

- Nuke, Nuke Studio, After Effects, Premiere, Final Cut, Mocha Pro, Shotgrid Project Management

XR and Interactive Technologies

- Gaussian Splats, Photogrammetry, Bezi, ShapesXR

Soft Expertise

- Blender, Unreal Engine 5, Unity

Education

Academy of Art College, San Francisco
BA, California State University, Northridge

References

Upon Request