Personal Info

📞 3106178565

✉ ozecarmona@gmail.com

Links

Ozziecarmona.com (Demo Reel)

Linked In

IMDB

Skills

◯ Compositing

◯ Unreal Engine

◯ Keying

◯ Visual Effects

◯ Rig Removal

Languages

◯ English

◯ Spanish

Ozzie Carmona
Nuke Compositor/Unreal Engine Artist

Over 25 years of experience in the visual effects industry, I am a seasoned Compositor with a passion for compositing live-action elements and CG renders to create high-quality visual effects using Nuke as my primary tool. I have a year of professional experience in Unreal Engine, creating CG environments and animations.

Work Experience

Nuke Compositor/Unreal Engine Artist, Electric Entertainment, Los Angeles
April 2024 - December 2024

(The Ark, Leverage Redemption, The Librarians)
- Composite live-action elements and cg renders to create high-quality visual effects
- Created an Aquarium environment in Unreal Engine. Animated fish, sharks, & sting rays.

Nuke Compositor, Refuge Visual Effects, Portland
November 2022 - July 2023

(The Righteous Gemstones, Shogun, Manhunt)
Composite live-action elements and cg renders to create high-quality visual effects

Nuke Compositor, Crafty Apes VFX
July 2022 - September 2022

(The Flash)
Monitor Inserts/Compositing

Nuke Compositor, Scanline VFX
August 2021 - May 2022

(Stranger Things 4, Slumberland, Adam Project, Black Adam)
Composite live-action elements and cg renders to create high-quality visual effects

Sr. Nuke Compositor, Warner Bros. Animation, Burbank
May 2021 - May 2021

(Space Jam 2)
Exported Harmony scripts to Nuke. Applied a set comic look and matched surrounding shots visually.

Nuke Compositor, FuseFX, Sherman Oaks
February 2021 - April 2021

(911)
Composite live-action elements and cg renders to create high-quality visual effects
Rig Removals

Compositor, FuseFX, Sherman Oaks
November 2019 - April 2020

(The Fugitive, American Horror Story, Tommy, The Passenger, Castle Rock)
Composite live-action elements and cg renders to create high-quality visual effects

Nuke Compositor, LOCAL HERO POST, Santa Monica
May 2019 - October 2019

(HBO Watchmen, The Morning Show, The Runaways)
Composite live-action elements and cg renders to create high-quality visual effects

Senior Nuke Compositor, FuseFX, Sherman Oaks
October 2018 - May 2019

(Empire, Barry, 911, Good Girls)
Composite live-action elements and cg renders to create high-quality visual effects

Compositor, Zoic Studios, Culver City
April 2018 - June 2018

(Legion ; Homeland; Chicago MED)
Composite live-action elements and cg renders to create high-quality visual effects

Compositor, ELECTRIC ENTERTAINMENT, INC, Hollywood
June 2017 - January 2018

(The Librarians)
Composite live-action elements and cg renders to create high-quality visual effects
Roto & Rig Removals

Nuke Compositor, Digital Sandbox, LLC, Marina Del Rey
September 2016 - December 2016

("A Series of Unfortunate Events" S1)
Composite live-action elements and cg renders to create high-quality visual effects

Nuke Compositor, Digital Sandbox, LLC, Marina Del Rey
April 2016 - June 2016

(The Shallows)
Composite live-action elements and cg renders to create high-quality visual effects

Sr. Nuke Compositor, Electric Entertainment, Hollywood
January 2015 - December 2015

(Geostorm)
Composite live-action elements and cg renders to create high-quality visual effects
*Warping/Morphing. I recreated the main character's entire space outfit where the rig existed.
*Rig Removal

Sr. Nuke Compositor, Electric Entertainment, Hollywood
January 2014 - November 2014

(The Librarians)

Composite live-action elements and cg renders to create high-quality visual effects

Rig Removal & Rotoscoping/Speed Changes using Kronos

Nuke Compositor, Look Effects, Marina Del Rey
December 2013 - December 2013

(Grudge Match/ Noah)

Composite live-action elements and cg renders to create high-quality visual effects

Compositor, Gradient Effects, Marina del rey
November 2013 - November 2013

(The Blacklist)

Composite live-action elements and cg renders to create high-quality visual effects

Sr. Nuke Compositor, Look Effects
June 2013 - August 2013

Marina Del Rey

"Turn"

Compositing using Nuke

(green screen keying/matting, tracking, color correction,animation)

Sr. Visual Effects Artist, Sony Pictures Imageworks, Culver City
November 2012 - January 2013

(Great and powerful Oz)

*Rig Removal/Paint Nuke/ Silhouette SFX (Stereoscopic Paint & Roto)

Earned: Applause Award (Sony Picture Entertainment)

For outstanding performance and lasting contribution to Sony Picture Entertainment.

For work on "Oz the Great and Powerful"

Senior Visual Effects Compositor, Electric Entertainment
April 2012 - October 2012

(Leverage)

Composite live-action elements and cg renders to create high-quality visual effects

Rig Removal & Rotoscoping/Speed Changes using Kronos

Sr. Visual Effects Artist, Sony Pictures Imageworks, Culver City
October 2011 - April 2012

(Men in Black 3)

*Rig Removal/Paint Nuke/ Silhouette SFX

*Stereoscopic Paint

Senior Visual Effects Compositor, Electric Entertainment, Hollywood
May 2011 - October 2011

(Leverage)
Composite live-action elements and cg renders to create high-quality visual effects
Rig Removal & Rotoscoping/Speed Changes using Kronos

Senior Visual Effects Compositor, Tata Elxsi, Santa Monica
February 2010 - May 2011

(Harry Potter, Turn)
Stereoscopic Compositing
Rotoscope & Paint
Traveled to India and supervised the stereo conversion to a team of over 100 artists.

Compositor, Hammerhead Productions, Sherman Oaks
January 2009 - June 2009

(Land of the Lost)
Composite live-action elements and cg renders to create high-quality visual effects
Rig Removal & Rotoscoping/Speed Changes using Kronos

Compositor/Digital Artist, Pacific Title & Art Studio
December 2000 - November 2007

Composite live-action elements and cg renders to create high-quality visual effects
Rig Removal & Rotoscoping/Speed Changes using Kronos

Digital Artist, Disney/The Secret Lab
February 2000 - November 2000

Developed the procedure of Compositing, Warping and Tracking 2d images to create an illusion of 3D body parts for live action Dalmatians:Using Elastic Reality, Shake and Matador
*Painted and removed spots from live action Dalmatians using Matador

Digital Artist, Centropolis Effects, Santa Monica
November 1998 - February 2000

*Warping Using Elastic Reality
Rig Removal & Rotoscoping & Paint.

Education

Arts Rio Hondo College

Studio Arts