

David Wolgemuth II

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Experience

Freelance Composer Gradient FX "Harry Potter"

April 2011 –Maya 2011 (4 weeks)

Freelance Composer utilizing, Nuke, Maya

Film Credits: "Harry Potter and the Deathly Hollows Part 2"

Freelance Composer at Universal Studios "Fast Five"

January 2011 –April 2011 (12 weeks)

Freelance Composer utilizing Syntheyes, Photoshop, Nuke.

Film Credits: "Fast Five"

Freelance Composer/ Tracking Artist at Oasis Imagery

November 2010 – January 2011 (3 months)

Freelance Composer utilizing Syntheyes, PFMatchit, PFTrack, Shake and Nuke.

On numerous commercials.

Freelance Composer at Solventdreams, LTD

November 2010 –December 2010 (4 weeks)

Freelance Composer utilizing Syntheyes, Pfmachit, Mocha, Photoshop, Nuke.

Film Credits: "The Details"

Freelance Composer at Gradient Effects LLC

April – November (7 months)

Freelance Composer utilizing Shake and Nuke.

Film Credits:

"Priest"

"Harry Potter and the Deathly Hollows Part 1"

"Piranha 3D"

Associate Course Director Compositing and Scene Finishing at Full Sail University

August 2006 – June 2010 (3 years 11 months)

In charge of teaching integration techniques, Nuke's interface, and how to Maya as a Compositor... This includes camera tracking, lens distortion, cg integration into live action plates, color grading, 2.5 D compositing, texturing, lighting, and rendering in maya.

Lead Compositor at DBW Studios

November 2007 – December 2009 (2 years)

Visual Effects Supervisor

-On set supervising the capturing of the HDRI, making sure the set is measured and logged for

CG duplication purposes.

-In the studio in charge of creating the CG elements and compositing the effects shots.

Beedo's "I'm So Fly"

Cross Ovah's "Dancing the night away"

Archers New Arrival "Insert Clever Chorus Here"

Between the Trees "The Way She Feels"

Sisqo "Who's Your Daddy"

Free Lance at Reality Check Studios

March 2008 – April 2008 (2 months)

Generate mattes for a few WWE wrestlers on green screen.

Free Lance Compositor at Mina Production

March 2008 – April 2008 (2 months)

Lead Compositor, I had to paint out various objects that were visible in the final shot, Eye enhancements, while directing a few other artist on their shots.

Lead Compositor at Rival Soft Entertainment

April 2007 – November 2007 (8 months)

Supervising and planning of game cinematic. In charge of the CG department for creating all the elements for the game cinematic, compositing the elements together.

Freelance Artist at Two Door FX

October 2006 – July 2007 (10 months)

Created animatics for the movie “Robodoc”, generated cg elements for commercials.

“National Lampoon RoboDoc”

Composer for short film Adam 75 at Vert Entertainment

February 2007 – April 2007 (3 months)

clean plating of tracking markers and compositing skin effects on hero character

Roto and blue screen extraction

Education

Full Sail University

Computer Science Degree -Focus: Compositing and Scene Finishing

2005 – 2006

York College of Pennsylvania

(Formally known as Bradley Academy for the Visual Arts)

Digital Media

2000 – 2001

Awards:

“Top Gun”

Outstanding Educator Full Sail University

“VFX Challenge Winner”

CG Talk best VFX for flying Car Challenge (Team)

“Steam Punk Modeling category CG Double”

CG Talk Best Character CG Double (Team)

“The Who’s Who Award”

Out Standing Student Work Bradley Academy for the Visual Arts

Software experience includes:

The Foundry’s Nuke, Apples Shake, Color, Adobe Photoshop, Illustrator, After Effects, Andersson Technologies SynthEyes, PFMatchit, PFTrack, Imagineer Systems Mocha, Motor, Mokey, Autodesk Maya, Mac OSX, Linux, Windows