

Michael Marcuzzi

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Objective

- To collaborate with a talented and enthusiastic team of visual effects artists

Education

- Media Arts, Sheridan College (2004) - Digital Visual Effects
 - Animation for Broadcast, Humber College (2006), Received President's Award
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- Experienced with current versions of Autodesk and Adobe software (3D Studio Max, Maya, Combustion, Photoshop, Illustrator, After Effects, Premiere, Flash)
 - Experienced using Shake and other procedural compositing software
 - Strong technical knowledge of computer hardware and software (Windows XP / Vista, Mac OS)

Work Experience

IMAX - The Watchmen, Star Trek

2009 (Current)

Toronto (Mississauga), Canada

DMR (Digital Artist)

- Dirt and Scratch Removal
- Shake Compositing

I, Prophecy

2008

Toronto, Canada

Visual Effects Artist (Contract)

- On Set Visual Effects / Location and Element Photography
- Greenscreen, Motion Tracking, Atmospheric Effects
- Compositing, CG Elements / Simulations, Effects

The Interior Monologue Of Gill The Goldfish

2006 - 2007

Toronto, Canada

Visual Effects Supervisor / Technical Coordinator

- On Set Visual Effects, Technical Coordinator
- Post-Production Supervisor
- Compositor, Environmental CG and Effects
- Building/Maintaining Render Farm and FTP Communications
(8 Festival Screenings Worldwide)

Juno Awards (Canadian Music Awards)

2007

Toronto, Canada

Visual Effects

- 3D Animation, Compositing For Nelly Furtado
- Sound Effects and Audio Mixing

Interests

- Photography
- Music (Classical, Soul, Funk)
- Digital / Fine Art and Animation
- Puzzles / Problem Solving
- Dynamic / Particle Simulations
- Drawing / Life Drawing
- Stereoscopic Imaging
- Travel and Culture