

Yuri Vasilyev
Compositor
Vancouver, BC, Canada
778-866-0769
contact@yurivasilyev.com
www.yurivasilyev.com

RESUME

EXPERIENCE

- | | | |
|-----------------|---|------------------|
| APR2019-PRESENT | METHOD STUDIOS, VANCOUVER | COMPOSITOR |
| | <ul style="list-style-type: none">Compositing (all aspects), look dev.<i>Dr. Sleep (2019)</i><i>Unannounced (2020)</i> | |
| SEP2018-MAR2019 | MOVING PICTURE COMPANY (MPC), VANCOUVER | COMPOSITOR |
| | <ul style="list-style-type: none">Compositing high complexity shots with lots of characters, water, effects, environment, various elements, deep compositing, fixing any possible 2d and 3d issues, look dev.<i>Aquaman(2019)</i><i>Pokemon - Detective Pikachu(2019)</i><i>Ad Astra(2019)</i> | |
| MAR2015-MAY2018 | ZOIC STUDIOS, VANCOUVER | COMPOSITOR |
| | <ul style="list-style-type: none">Compositing, look dev, cg and 2d elements integration, creatures, face replacement, crowds, fire, smoke, rain, particles, magic, lens effects, advanced keying, plate combining retiming and repositioning using 3d projection mapping, relighting, cg breakout, roto, complex paints, 2d/3d camera tracking, grain and degrain, spill supression<i>Powerless TV pilot (2016)</i><i>Good Behavior TV series (2016)</i><i>Dead of Summer TV series (2016)</i><i>Arrow TV Series (2017)</i><i>Once Upon a Time Season 6, 7 (2017, 2018)</i><i>Beyond TV series (2017)</i><i>The X Files TV Series (2017)</i> | |
| FEB2016-MAR2016 | METHOD STUDIOS, VANCOUVER | VFX PAINT ARTIST |
| | <ul style="list-style-type: none">Rig, wire, object removal, set extension, roto, paint, keying, 2d/3d camera tracking, projection mapping, seamless integration<i>Captain America: Civil War (2016)</i> | |
| MAY2015-NOV2015 | DOUBLE NEGATIVE, VANCOUVER | PREP ARTIST |
| | <ul style="list-style-type: none">Rig and wire removal, set extension, roto, paint, keying, 2d/3d camera tracking, projection mapping, grain and degrain, edge refinement, seamless integration<i>Alice Through the Looking Glass (2016)</i><i>The Huntsman Winter's War (2016)</i><i>Miss Peregrine's Home for Peculiar Children (2016)</i><i>The Danish Girl (2015)</i> | |

JUL2014-MAY2015 **PRIME FOCUS WORLD, VANCOUVER** COMPOSITOR / GENERALIST

- Stereo compositing, extraction for View-D pipeline, designing new tools and workflows, clean plates, paint, rig/wire removal, 3d matchmove, grading, color matching, matte extraction, modeling
- *Sin City: A Dame To Kill For (2014)*
- *Teenage Mutant Ninja Turtles (2014)*
- *Avengers: Age of Ultron (2015)*
- *Pixels (2015)*
- *Warcraft (2016)*
- *Ant-Man (2015)*
- *Pan (2015)*

JUN2013-JUN2014 **GENER8, VANCOUVER** LEAD STEREOSCOPIC COMPOSITOR

- Trained and led a stereo compositing/paint team of 8-13 artists, composited complex 3D conversion shots, designed stereo and paint tools simplifying and improving artist's work
- *Thor: The Dark World (2013)*
- *Captain America: The Winter Soldier (2014)*
- *Godzilla (2014)*
- *Maleficent (2014)*
- *Guardians Of The Galaxy (2014)*
- *The Grandmaster 3D (2015)*
- *Jupiter Ascending (2015)*

NOV2012-JUN2013 **GENER8, VANCOUVER** STEREOSCOPIC COMPOSITOR

- Composited 2D and 3D conversion shots. Skills include: clean plates, paint, rig/wire removal, set extension, camera projection, keying, matte extraction, matchmove, rotoscoping, set extension, camera projection.
- *Iron Man 3 (2013)*
- *300 Raise Of An Empire (2014)*

FEB2009-JAN2010 **KASSIR, RUSSIA** GRAPHIC DESIGNER

- 2D/3D design for online and printing media
- Production of promotional video clips for events.
- Web content management

MAR2010-JUN2011 **SUN CIRCLE, RUSSIA** IT SYSTEM ADMINISTRATOR

- IT infrastructure design
- Network & operating systems support

SKILLS

- Compositing, Look Dev, Deep Compositing, Paint, Stereoscopic compositing, Leadership, Taking care of people, Training junior artists, Positive attitude keeping, Problem solving, 184 hours per 2 weeks surviving, Nuke tools creation, Lighting, Color correction, Grading, Matchmove, Modeling, Shading, UV, Texturing, Rendering, Mental Ray, Editing, Camera operating, Practical shooting, Gimbal balancing/operating, Advanced photography and gear knowledge, Lenses, Raw workflow, Davinci Resolve, RED IPP2, 3DLUTs, Filmmaking, Editing, Event and Portrait Photography, Studio lighting, Advanced Retouching, Graphic Design, Web design.

SOFTWARE

- Nuke, Mocha, Davinci Resolve, 3DLUTCreator, Fusion, Maya, Mental Ray, Noodle, Shotgun, Silhouette, Hector, Ivy, Tractor, Stereocomposer, Cumul8, RV, Flip, Slip, Frame Cyclor, Rush, Cube, Deadline, PFTrack, 3D Equalizer, Syntheyes, Boujou, Photoshop, Lightroom, Illustrator, After Effects, Premiere, Dreamweaver, Flash, Office Software.

EDUCATION

AUG2011-AUG2012 **VANCOUVER FILM SCHOOL** CANADA
· 3D Animation and Visual Effects

SEP2004-MAY2009 **PERM STATE UNIVERSITY** RUSSIA
· History and Political Science

INTERESTS

- Filmmaking, Photography, Music, Hiking, Camping, Arts, Design, Friends, Travelling, Active Lifestyle, Mountain Skiing, Biking

REFERENCES

- Available upon request