

Brian Murphy

Burbank, CA 91504

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<http://www.imdb.com/name/nm3270035>

Education

Bachelor of Fine Arts, Visual Effects, 2006

Savannah College of Art and Design, Savannah, Georgia

Strengths

- Compositing
 - Image Alteration
 - Leadership
 - Management
 - Visualizers
 - Logistics
 - Retouching
 - Photography
 - Problem Solving
 - Concept & Design
 - Art Direction
 - Motion Graphics
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Software Proficiency

- Photoshop
 - Nuke
 - After Effects
 - Mocha
 - Maya
 - Illustrator
 - Premiere
 - Lightroom
 - HTML/MEL/ Python
 - Cinema4D
 - MS Office
 - LINUX/ UNIX
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Experience

Vomar Products, Canoga Park, California

Architectural Drafter

Working with Adobe Illustrator preparing shop drawings for architects, graphic designers, and general contractors to develop concise drawings for presentation, fabrication purpose and installation details.

Tilt Shift/Team One, Playa Vista, California

3D Vehicle Visualization Specialist / Compositor

Employed to clean render passes from Maya and output assets ready for cohesive displays of multiple vehicle models and options. Photoshop was utilized for painting aspects while Nuke being the compositing asset work horse.

Legend 3D, Hollywood, California

Stereoscopic Compositor

Creating depth passes, clean plates and stereo conversion on several big blockbuster hits including Fantastic Beasts & Pete's Dragon.

MVC Agency, Sherman Oaks, California

Senior Photo Retoucher / Project Manager

Retouched catalog and website photography for high-end clients under strict deadlines. Troubleshooting/ coding/ decoding basic HTML code, overseeing logistics and installations on multiple projects, artist files and day to day operations. Social Media content creation was always in the works.

Private Clients, Studio City, California / Hollywood, California / Atlanta, Georgia

VFX Artist & Supervisor / Compositor/ Photo Retoucher

Gore, VFX and compositing are just some of the requests from private clients. 2D, 3D & HTML asset creation, animating, rotoscoping, keying, compositing, set extensions & editing are examples of some of the skills required. Also Onset VFX supervisor to team Astra Dance Theatre Company on Season 2 of FakeOff for TrueTV.

Sal Owen Photography, Hollywood, California

Personal Assistant / Photo Touch Up Artist / Image Processing

My responsibilities on any given day would include: Cataloging digital images and scanning film negatives, touching up photos - making them ready for print/publication, keeping all camera equipment inventory up to date and ready for use, running errands (bank drops, driving clients, renting equipment...) and general day to day operations.

Warner Bros. Animation, Burbank, California

Technical Director of VFX

At the WB I tested theories of VFX shots while working with a newly developing pipeline. Building shaders and examining code was a daily occurrence. The constraints and demands from the art direction coupled with standardization of these procedures proved to be an interesting challenge on the newly waited Batman animated series.

Los Angeles Film School, Hollywood, California

Instructor of Digital Lighting/Shading and VFX

As a short-term instructor, I trained students on practices and theories of lighting and shading as well as executing these concepts through simple projects. This same instruction method was carried over into their continuance class of VFX.

ICO VFX, Burbank, California

Stereoscopic Compositor

With ICO, I worked on multiple feature film projects creating depth passes and implementing stereo conversion. The conversion blew the clients away every time. Warner Brothers was very impressed with our work on Harry Potter.

Invisible Arts, a subsidiary of Morningstar Entertainment, Burbank, California

Visual Effects Artist & Compositor

At Invisible Arts I worked under extremely tight deadlines; was responsible for tackling 2D and 3D shots on television shows for the History Channel, Spike TV, Military Channel and The Learning Channel.

Zula USA, LLC. , Burbank, California

3D Production Artist

For the "Zula Patrol" series, I created several scientifically accurate animation cutaways. Other work included creating the Studio's first beta 3D asset library; restructuring two and half years' worth of assets and organizing them into simple root structures for easy navigating.

Credits

**Senior Photo Retoucher
Wesley Allen**

Furniture Digital and Physical Catalog
www.wesleyallen.com

**1st Photo Assistant/Post-Production / Touch Up Artist
Journey**

Satellite Magazine Men's Issue "Journey"
January - February 2014

**Photo Assistant/Digital Processing / Touch Up Artist
Three**

Satellite Magazine Men's Issue "Bloke"
November – December 2013

**Photo Assistant/Digital Processing / Touch Up Artist
Equestrian**

Satellite Magazine Animal Issue "Beautiful Creatures"
September – October 2013

For Further Information:

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References

Matt Kemper

VFX Supervisor, Legend 3D
Office (323) 307-7152
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Sasha Travis

Director, Astra Dance Theatre
Mobile (323) 947-3396
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Craig Simms

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