

Ben Posey VFX Artist

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Experience

07/2022 - 04/2026

LAIKA LLC , Hillsboro, OR - *VFX Senior Roto Paint Compositor*

- used Nuke and Silhouette compositing software.
- cleaned up rigs, seams, and color and texture pops on stop motion animated characters.
- Serving as a senior roto artist I gave notes to help other roto artists achieve their goals.

05/2021 - 06/2022

Netflix Animation, Portland, OR - *VFX Matchmove Artist*

- Used software 3D Equilizer, Syntheyes, Maya, Nuke to provide 3d cameras with 3d layouts
- I provided post-viz layout of background geometry connected to the 3d camera .

02/2021 - 06/2022

Netflix Animation, Portland, OR - *VFX Compositor*

- used Nuke and Silhouette compositing software.
- Provided seams and rigs and chatter cleanup, and final comp work at end of production
- Placed background sky's into comps and set extensions using 3d camera's.

01/2021

Hinge Digital - *VFX Compositor*

- Used software nuke, after effects.
- freelance work on microsoft commercial
- Pulled chroma keys, luma keys, and provided extensive roto mattes.

11/2020 - 01/2021

Refuge VFX, Portland, OR - *VFX Compositor*

- Used software nuke, mocha
- Provided heavy paint work for TV shows.
- Composited shots. Pulled keys, created clean plates for wire removal.

10/2020

Wendell and Wild, Portland, OR - *VFX Compositor*

- Used software nuke, silhouette
- Worked on a roto paint test for future film.
- Provided extensive roto paint work for a company that was acquired by Netflix

09/2020 -10/2020

Wieden + Kennedy, Portland, OR - VFX Compositor

- Used software after effects, and silhouette
- Provided extensive roto support for a fender commercial.

08/2020 - 10/2020

Invisible Thread, LLC, Portland, OR - 2d asset prep artist

- Lead asset creator for facebook augmented reality project
- Used Photoshop to cut out storybook artwork for animation

07/2020

BENT IMAGE LAB, Portland, OR - 3D Matchmove Artist

- Used Syntheyes to matchmove 3D cameras
- Created 3D cameras for Commercial project
- Performed 3d layout to match real world objects

06/2019 - 06/2020

Refuge VFX, Portland, OR - 3D Matchmove Artist / VFX Compositor

- Used Syntheyes to create 3D cameras, and object track solves.
- Created 3D cameras from tv shows and film projects.
- Composited shots in nuke. Pulled keys, created clean plates for wire removal.

10/2019 - 11/2019

Invisible Thread, LLC, Portland OR - VFX Compositor

- Created 3D camera projections to solve parallax issues in clean plate.
- Worked on tv show clean plating and roto creation in nuke and silhouette.

11/2019 - 11/2019

Hinge Digital, Portland OR - VFX Compositor

- Used Nuke to clean up video game movies.
- Pulled green screens for commercial and provided roto and clean plates

08/2018 -12/2018

Refuge VFX, Portland, OR - VFX Compositor

- Worked on TV shows for Marvel and FX
- Composited shots in nuke. Pulled keys, created clean plates, integration and wire removal.

01/2017 - 06/2018

LAIKA LLC , Hillsboro, OR -VFX Roto Paint Compositor

- used Nuke and Silhouette compositing software.
- cleaned up rigs, seams, and color and texture pops on stop motion animated characters.
- The digital mattes created had to be correctly applied to stereoscopic footage.

10/2016 - 01/2017

Refuge VFX, Portland, OR - VFX Compositor

- Worked on season six of Grimm TV show
- Composited shots in nuke. Pulled keys, created clean plates, integration and wire removal.

02/2015 - 05/2016

LAIKA LLC , Hillsboro, OR -VFX Roto Paint Compositor

- used Nuke and Silhouette compositing software.
- cleaned up rigs, seams, and color and texture pops on stop motion animated characters.
- The digital mattes created had to be correctly applied to stereoscopic footage.

03/2012 - 01/2015

LAIKA LLC , Hillsboro, OR -VFX Render Wrangler / Data Wrangler

- responsible for controlling the traffic of hundreds of machines on a render farm.
- constant communication with coordinators and producers to insure job completion
- As a Data Wrangler the job was controlling the flow of data in a VFX department
- We Used linux environment to remove, copy, organize every shot in the movie

11/2011 - 03/2012

LAIKA LLC , Hillsboro, OR -VFX Roto Paint Compositor

- used Nuke and Silhouette compositing software.
- cleaned up rigs, seams, and color and texture pops on stop motion animated characters.
- The digital mattes created had to be correctly applied to stereoscopic footage.

04/2011 - 11/2011

LAIKA LLC , Hillsboro, OR -VFX Data Wrangler

- As a Data Wrangler the job was controlling the flow of data in a VFX department
- We Used linux environment to remove, copy, organize every shot in the movie

11/2010 - 04/2011

Cinematico, San Francisco - Senior Mocap TD

- Used Motion Builder to clean Mocap and create Layout of scenes with 3d characters
- Cleaned motion capture data for video game projects.
- Used 3DSMAX for extra animation work.

Education

California State University Chico - Chico, CA

Bachelor of Science in Applied Computer Graphics 2008