

DAVID MILLER III

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EXPERIENCE

Marvel Studios - Senior Compositor

January 2024 – March 2024

- Comp work on the animated series *X-Men '97*
- Re-time animation for characters, effects, and objects
- Comp and paint fixes on BGs, characters, and objects
- Update BGs, characters, and effects
- Apply/create 2D elements and effects
- Perform continuity fixes

The Third Floor - Senior Compositor

November 2020 – June 2023

- End-to-end shot creation
- Composite 2D/3D elements with live-action
- Add in dust, smoke, fire, muzzle blasts, etc.
- Remove rigs, wires, markers, props, crew, etc.
- Key and replace backgrounds
- Set clean up, destruction work, frame extensions
- Add wounds, sickness, other digital makeup
- Replace screens and logos
- Perform continuity fixes
- Track 2D/3D shots and apply to CG
- Light 3D to match live-action
- Animate characters, effects, objects
- Integrate mattes and roto shots
- Assist in scene development
- Work with and refine mocap animation
- Demonstrate techniques to team
- Work, collaborate, and deliver shots remotely

Visual Creatures - Senior Compositor

May 2020 – September 2020

- Realistically integrate elements into live-action film
- Add in dust, smoke, fire, muzzle blasts, etc.
- Crew and equipment removal
- Key and replace backgrounds
- Perform matte and roto corrections
- Create and integrate CG elements
- Screen and logo replacements
- Perform continuity fixes
- Work, collaborate, and deliver shots remotely

Artists & Algorithms - Lead Compositor

October 2018 – March 2020

- Comp shots for Paul McCartney's *Who Cares* music video, VR Chevy commercial and VR films
- Stitch, track, stabilize, color correct, and paint shots
- Crew and equipment removal
- Create and integrate CG elements
- Perform continuity fixes
- Ingest and organize shots and assets
- Help refine pipeline and techniques
- Provide notes and fixes to artists
- Create templates and tools for artists
- Conform shots for client delivery

Realm Productions - Senior Compositor

June 2019 – September 2019

- Comp shots for HBO's *The Righteous Gemstones*
- Crowd and screen replacements
- CG element integration
- Crew and equipment removal
- Create and track in elements
- Create mattes for colorists
- Remove tracking markers
- Shot splicing

Belkin International - 3D Artist/Retoucher

May 2018 – October 2018

- Create 3D renders and comps for websites, social media, packaging, trade shows, and retail environments
- Perform high-end digital retouching for photography
- Comp 3D renders into live action and CG backgrounds
- Create and adjust 3D models
- Create animations and edit footage
- Help create and refine a brand new Digital Asset Library and workflow
- Apply knowledge of proper directory structure, file naming conventions and automation tools
- Organize/maintain Digital Asset Library

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EXPERIENCE CONT.

3DPaint/FX - Lead Compositor

- Comp work on over 20 2D and stereoscopic 3D VR films, including *Mr. Robot* and *24: Legacy* VR tie-ins
- Stitch, track, stabilize, color correct, and paint shots
- Create and integrate CG elements
- Ingest and organize shots and assets

March 2016 – February 2018

- Help refine pipeline and techniques
- Provide notes and fixes to artists
- Create templates and tools for artists
- Convert and refine stereoscopic footage
- Conform shots for client delivery

The Big Picture Company - Lead Compositor

- Lead a tight crew for comp work on *Door No. 1*
- Stitch shots and cleanup work on stitching
- Review shots and give feedback

October 2017 – February 2018

- Track and comp in elements
- Create and integrate CG elements
- Screen replacements

Stereo D / Deluxe Entertainment -

VFX Element QC Artist / 2D Compositor

- Work on over 30 feature films, including *The Avengers*, *Guardians of the Galaxy*, and *Jurassic World*
- Evaluate elements from VFX vendors
- Extract elements from VFX vendors' original comps

November 2010 – December 2015

- Re-composite shots for conversion
- Fully comp shots for an animated film
- Engage vendors via remote workstation
- Write QC reports for vendors and studio

Senior Stereoscopic Artist

- Depth matte creation and stereo compositing
- Paint as needed

- Roto for stereoscopic conversion
 - Tool development
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SKILLS

Applications:

- Nuke 15.0
- Fusion 18
- After Effects CC
- Photoshop CC
- Illustrator CC
- DaVinci Resolve 19
- Maya 2019
- Unreal Engine 5.3
- Shotgrid (Flow), Ftrack, Frame.io
- Mocha 2021
- PFTrack 2017
- SynthEyes 1905
- Microsoft Office 365
- Windows 95-Windows 10
- Mac OS 10.14
- Linux Mint, Ubuntu, other builds

Creative:

- Compositing
 - VR Compositing
 - Audio/video editing
 - Digital pipeline building
 - Screen Keying
 - Stereoscopic compositing
 - Matchmoving
 - Rotoscoping
 - Painting/cleanup
 - Photo retouching
 - Python scripting
 - Fur simulation
 - Fluid simulation
 - Cloth simulation
 - 3D modeling
 - Talent resourcing
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EDUCATION, HONORS & AWARDS

Bachelor's Degree Visual Effects and Motion Graphics, September 2010

The Art Institute of California - Santa Monica, California

- Outstanding GPA / Dean's Honor Roll Award, 2007-2010
- Best of Quarter Award for Gameplay and Game Art Design, Winter 2008