



KEN FISK

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RELEVANT EXPERIENCE

Encore | San Francisco, CA Feb 2021 – Current
Senior Compositor

- Integrating 3D elements properly into plates
- Chroma keying, screen comping
- Painting interactive lighting for Flash zoops
- Integrating FX into plates

Ntropic | San Francisco, CA Sep 2020 – Nov 2020
Senior Compositor

- Creating interactive lighting for 3d Stage presentation
- Chroma keying
- Color correcting assets to integrate them properly into the plate.

Technicolor | Los Angeles, CA Feb 2020 – March 2020
Senior Compositor

- Integrated set extensions for indoor environments
- Chroma keying
- Color correcting assets to integrate them properly into the plate.

MPC | Vancouver, BC Nov 2020 – Dec 2020
Senior Compositor/Shot Lead

- compositing all cgi shots and integrating with matte painting and FX elements. Color correcting all elements from multiple departments as well as making sure Sonic was Sonic Blue.
- Shot lead on Cats with three junior artists. Responsibilities included cg integration, keeping the plate hands and faces on the cats. Using position data we created alphas on the faces to blend cg with the plate.

Blue Sky Studio | Greenwich, CT Jun 2018 – Oct 2019
Compositor

- I had the opportunity to do different types of work, from frontend tasks, look dev, and comp.
- Comp tasks included but not limited too, integration of elements such as DMP and FX, color correction, and maintaining the quality of the shot.

EXPERIENCE, CONTINUED

Zoic | Culver City, CA Mar 2018 – May 2018
Compositor

- I have had the pleasure of working at Zoic during pilot season twice and working on three different shows.
- I worked on everything from Keying, adding UI elements, tracking and doing color correction, 3D tracking to create projections for body part removals and other paint work.

MPC | Montreal, QC 2016 – 2017
Compositor

- Worked on three amazing films; Pirates of the Caribbean: Dead Men Tell No Tales, Alien Covenant and The Mummy. Integrating CG characters and elements to create a photo real shot.
- Using AOV's and ID's to composite CG elements to integrate into the plate. Color correcting CG and DMP's to create the correct atmosphere to achieve proper depth.
- Blue/Green-screen extraction assuring to retain all pixels with no or minimum degradation.

EDUCATION

Academy of Art University | San Francisco, CA 2002 – 2006
B.A. Visual Effects

SKILLS

- 3D Projection
- CG Integration
- Color Correction
- FX Integration
- Photography
- Communication
- Linux pipeline

MEMBERSHIP

- Visual Effects Society

INTERESTS

- Movies: I love movies! Here is my Letterboxd
- <https://letterboxd.com/kenfisk/>
- Photography: <https://www.flickr.com/photos/kenfisk/>