

Jeremy Brown

Visual Effects Artist

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I thrive by finding technical solutions for creative problems and creative solutions for technical problems.
I am always looking for new ways to bridge the gap between creativity and the technology used to realize it.

Work Experience

April 2011 - Present: FXPhd.com

Instructor, NUK214: Intermediate Nuke

January 2010 - Present: Zero VFX, Boston, MA

Staff Digital Artist

Compositor, *Project X* (2012)

Compositor, *Here Comes the Boom* (2012)

Compositor, *The Zookeeper* (2010)

July 2010 - January 2011: Accomplice Edit, Boston, MA

Freelance Commercial VFX Artist

August 2008 - August 2009: Brickyard Filmworks, Boston, MA

On-set VFX Supervisor's Assistant, *The Town* (2009)

CG artist, *Surrogates* (2009)

Rotoscope artist, *The Proposal* (2009)

May - July 2008: Monadnock Media, Sunderland, MA

Assistant Compositor, several museum installations

May - September 2007: Powder Keg Inc., Great Barrington, MA

CG artist, several stereoscopic ride films

May - September 2006: Bit Films, Amherst, MA

CG Technical Director, *The Incident at Tower 37* (2009)

Projects

Remember Your Death (2011)

Compositor

On-set VFX Supervision

Skills

2D/3D Compositing

Foundry Nuke, Apple Shake, Adobe After Effects, Adobe Photoshop, Silhouette, Imagineer Mocha

3D Graphics (Modeling, Shading/Texturing, Lighting, Rendering)

Autodesk Maya, Chaos Group V-Ray, Pixar RenderMan

Education

Bachelor's Degree, Hampshire College, Amherst, MA

Graduated May, 2008

High School Diploma, Lincoln-Sudbury Regional High School, Sudbury, MA

Graduated May, 2004