



MARK A.J. NAZAL

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SUMMARY

A driven and motivated go getter looking to utilize the knowledge and skills I've acquired through various production, production-related, and creative experiences for further career development.

SKILLS AND ABILITIES

Organized and highly-technical with experience in production and limited experience in production management.

- Proficient in the use of visual development programs for digital video production, design, cg development, and visual effects. [Nuke and After Effects | Mocha Pro and PF Track | Maya, Modo, Mudbox, Mari, and Vue | Adobe Creative Suite]
- Familiar with the use of production management software. [Frack, Tactic, and Shotgun Software]
- Proficient with the usage and troubleshooting of various operating systems and easily adaptable to emerging technologies.

EXPERIENCE

September 2013 – Present

COSAVFX INC, NORTH HOLLYWOOD, CA

Digital Artist - Visual Effects

- Visual effects generalist working in the development and implementation of 2d and 3d computer graphics and compositing for film and television.

Television – **Gotham** (FOX) (2014-) **Westworld** (HBO) (2015-) **Marvel's Agents of S.H.I.E.L.D.** (ABC) (2013-) **Person of Interest** (CBS) (2013-) **Minority Report** (FOX) (2015) **Astronaut Wives Club** (ABC) (2015) **CSI: Crime Scene Investigation** (CBS) (2014-) **The Flash** (THECW) (2014) **The Last Ship** (TNT) (2014) **Almost Human** (FOX) (2013-2014) **Revolution** (NBC) (2013)

Pilots – **Pitch** (FOX) **Lethal Weapon** (FOX) **A.P.B.** (FOX) **Star** (FOX) **Hysteria** (Amazon) **Gotham** (FOX) **Jane the Virgin** (THECW) **CSI: Cyber** (CBS) **Down Dog** (Amazon)

Feature – **Divergent** (2014)

Honors and Awards: **Primetime Emmy Nomination** for **Gotham** episode 1x10 "Lovecraft."

October 2012 – April 2013

LEGEND3D INC, CARLSBAD, CA

Stereoscopic Composer (Contract)

"Man of Steel" (Warner Bros., Legendary Pictures) (2013), **"The Little Mermaid 3D"** (Disney) (2013)

- Was responsible for combining live-action and computer generated elements to create seamless stereoscopic images by incorporating techniques that include element layering, painting, rotoscoping, color correction, grain management, and matte extraction using Nuke, Mocha Pro, and the company's proprietary software. In addition to combining images, I also generated whatever assets were required to make stereoscopic conversion cleaner and more efficient as well as managing shots and shot assets using the company's work tracking and management software.

September 2010 – September 2012, May 2013 – September 2013

STUDIO BUNKER LLC, LOS ANGELES, CA

Computer Graphics Generalist and Project Developer

Internal Development Projects - Features/Episodic, Commercials, and Demos

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| <ul style="list-style-type: none"> • Managed artists during pre-production and look development to post-production. • Catalogued and organized shots for post-production processing and developed a web-based post-production tracking system optimized for working with independent contractors. • Performed various post-production duties as needed which included 3D asset development, editing, and compositing. | <ul style="list-style-type: none"> • Developed client relationships and pitched ideas for execution based on the project and client's requirements. • Assisted Casting Director with the casting process for talent. • Reviewed contracts and assisted in hiring talent and independent contractors (production crew, post-production artists). • Assisted in managing production budgets. • Managed production schedules and took on miscellaneous on-set duties as needed. |
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January 2010 – Present

SELF, BURBANK, CA

Media Content Developer (Freelance)

Worked on various projects providing consultation and multimedia services for clients that range from filmmakers to corporations and other business types.

For a comprehensive list of freelance work please see <http://markfx.net/freelance.pdf>.

EDUCATION

B.S. Visual Effects and Motion Graphics – 2011 *Multiple Dean's List and Best of Quarter award recipient.

With electives in Media Arts and Animation, Digital Cinema and Video Production

ART INSTITUTE OF CALIFORNIA – LOS ANGELES, SANTA MONICA, CA

Diploma – Tertiary Certificate (English, Communications, and Film Studies) – 2005 *4.0 equivalent GPA (Academic Distinction).

TECHNICAL AND FURTHER EDUCATION (TAFE), NEW SOUTH WALES, AUSTRALIA