

D.J. Becerral

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PROFILE

- Compositing Artist professional with over 8 years' strong experience in performing creative and technical tasks such as integrating CG and photographed elements in live-action plate, rotoscope and paint, matte extractions from blue/green screen photography, and creating immersive and watchable 3D shots/images within the film/visual effects industry.
- Experience in working on episodic, commercial, and feature film projects and possess strong knowledge of compositing and stereoscopic concepts/principles, such as lighting and layout in comp and stereo environment, 2D/3D tracking, and seamless CG integration. Proficient in Nuke and DaVinci Resolve.

PROFESSIONAL EXPERIENCE

Luma Pictures Inc.

Compositor

Feb 2022 - Nov 2023

- Responsible for compositing tasks, such as extract and integrate mattes, 3d multi-pass compositing, and color grading within the comp department of a small-sized company in the film/visual effects industry.
- Collaborated with fellow artists from other disciplines, as well as Coordinators and Producers to meet challenging production deadlines.
- Contributed to creating elements for templates as the match-to(hero) shots to propagate throughout shot sequences for continuity.

Junior Compositor

May 2020 - Feb 2022

- Responsible for compositing tasks, such as extract and integrate mattes, 3d multi-pass compositing, and color grading within the comp department of a small-sized company in the film/visual effects industry.

Roto/Paint Artist

Mar 2019 - May 2020

- Responsible for roto/paint tasks, such as Rotoscope, 2d/3d tracking, rig removals, utilizing Nuke 2.5d workflow to remove or enhance elements in a shot, and matte extractions within the comp department of a small-sized company in the film/visual effects industry.

Hulu

Roto/Paint Artist

Jun 2018 - Sept 2018

- Responsible for compositing tasks, such as Rotoscope, tracking, and rig removal to finalize composite, utilizing Nuke 2.5d workflow to remove or enhance elements in a shot, and color correcting and image manipulating elements of a shot to take to final within the VFX department of a mid-sized company in the television/visual effects industry.
- Worked directly with VFX editor, supervisor, and producer to complete shots in a collaborative and fast-paced environment and ensure project deadlines are met.

Deutsch Inc.

Freelance Compositor

Aug 2017, Mar 2018

- Responsible for compositing tasks, such as Rotoscope and paint repair/warping to finalize composite, utilizing Nuke 2.5d workflow to remove or enhance elements in a shot, and color correcting and image manipulating elements of a shot to take to final within the VFX department of a mid-sized company in the advertising industry.
- Completed shots in a collaborative and fast-paced environment to ensure project deadlines are met.

Legend 3D|VFX|VR

Stereo Compositor

Aug 2015 - Jun 2017, Sept 2017 - Feb 2018

- Responsible for stereo compositing tasks, such as creating immersive and watchable 3D shots/images, make creative adjustments to correct stereo artifacts, adding dimension to 2D elements, and enhance or modify the depth

of 3D elements, making 2D adjustments with rotoscoping, plate correction/clean-up techniques and creating immersive VR experiences within the comp and VR department of a stereo conversion company in the film/VFX/VR industry.

- Applied depth passes from Legend 3D's proprietary software to client assets and final source plates using technical skills to finalize the stereoscopic version of the film.
- Troubleshoot and optimized comp scripts with strong analytical problem-solving abilities for quality control and final rendering.
- Responsible for virtual reality compositing tasks such as 2D stitching, rotoscoping, paint cleanup, smoke simulation and color correction to support the clients vision and story with an immersive, watchable and comfortable experience.
- Successfully completed shots with a critical eye for detail by remaining calm under pressure to complete tight deadlines.

Achievements:

- Demonstrated exceptional stereo conversion through all stages of compositing, working directly with the Stereo Supervisor on the *Justice League: Warworld Attacks* experience for the Warner Bros. Theme Park. This led to the completion of Legend's first stereo conversion for a theme park ride.
- Successfully completed rig removals and Maya smoke simulations for the New York Times VR project *Take Flight*. This saved time and money from outsourcing and contributed to winning the 2017 Lumiere Awards for Best Journalism Experience.
- Implemented advanced color correction techniques with strong color sensibility for the VR project *The Click Effect*. This contributed to winning the 2017 Lumiere Awards for Best VR Documentary.

Legend 3D

Jr. Stereo Compositor

Feb 2014 - Jul 2015

- Responsible for stereo compositing tasks, such as creating immersive and watchable 3D shots/images, make creative adjustments to correct stereo artifacts, adding dimension to 2D elements, and enhance or modify the depth of 3D elements, making 2D adjustments with rotoscoping, plate correction/clean-up techniques and creating immersive VR experiences within the comp and VR department of a stereo conversion company in the film/VFX/VR industry.
- Completed shots in a collaborative and fast-paced environment to ensure project deadlines are met.
- Set and animated elements for stereo conversion with excellent stereoscopic vision to ensure quality meets Stereo Supervisor and clients quality standards.

Achievements:

- Demonstrated exceptional stereo conversion through all stages of compositing for Sony Pictures *The Walk*. Contributed to winning the 2016 Lumiere Awards for 3D Scene of the Year.
- Successfully made creative adjustments to complete shots under bid hours. This saved time and money by reducing a weeks worth of work to 1-2 days.

Mitchell International

VFX/Motion Graphics Artist

Mar 2013 - Apr 2013

- Responsible for VFX and Motion Graphics tasks, such as animating computer graphics, lighting and rendering 3D elements, and 3D projection within the design and marketing department of a large-sized company in the automotive industry.
- Provided motion graphics with artistic and technical skills to clearly and visually showcase the property and casualty claims charts.

EDUCATION & CERTIFICATIONS

Certification - LPI Linux Essentials

Feb 2019

PDC (Linux Essentials Professional Development Certificate)

The Art Institute of California - San Diego

Jul 2009 - Mar 2013

Honors Bachelor of Science - Media Arts and Animation