

Michael R. Currie

301.318.3160 | myklarc@gmail.com

VFX Supervisor

On-set Supervisor

Mid- to Senior-Level Composer

Current Availability:
Open for opportunities

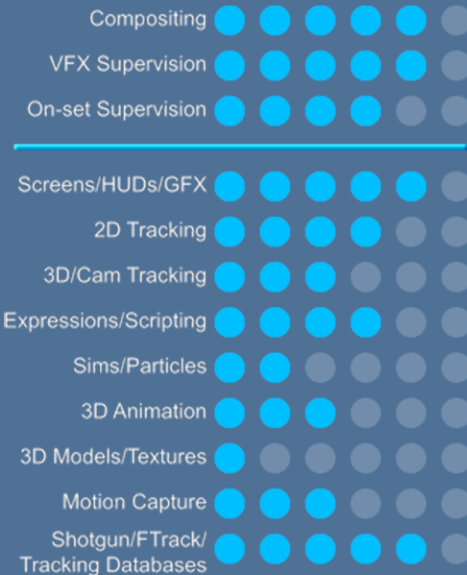
SOFTWARE PROFICIENCIES



Additional Software

Modo, Motion Builder, Unreal Engine, Blender, Adobe Illustrator, PF-Track, Shotgun Studios, FTrack, Deadline Render Manager, Vicon Blade, Microsoft Office

SKILLS/EXPERIENCE



EDUCATION

The Digital Animation & Visual Effects
(DAVE) School
Orlando, FL
January 2011 - December 2011

Shenandoah University Conservatory
of Music
Winchester, VA
September 1992 - May 1995
Degree: Bachelor of Music
in Commercial Music

PROFESSIONAL EXPERIENCE

- EMPLOYER:** Real by FAKE LA/Local Hero Post, Santa Monica, CA Mar 2017 - Current
POSITIONS: VFX Supervisor, Lead compositor
PROJECTS: Various film and television projects (see pg. 2)
DUTIES: Supervising team of up to 13 VFX artists for various film and television projects. On-set VFX Supervision for film, television and commercial projects. Shot and script bidding, budgeting and scheduling. VFX client review sessions, interfacing with clients. Lead compositor on various projects. Coordinating with partnered office in Montreal, CA regarding effects and shots. Compositing, 3D Generalist, Titling and conform duties as needed. Infrastructure and internal IT support as needed.
- EMPLOYER:** CBS Television/ACME VFX Aug 2016 - Feb 2017
POSITIONS: Render Assistant, Graphic Artist, 3D Generalist
PROJECT: "Star Trek: Discovery" (CBS All-Access)
DUTIES: Render breakouts of CG elements for use in Compositing. Compositing, CG, graphics and Pre-visualization duties as needed. Assisted in implementation of network, render farm and setup of artist PCs. Assisted in pipeline development, Shotgun implementation and customization, Python toolscripting and render farm configuration.
- EMPLOYER:** The Asylum Global/ToolVox Productions Sep 2015 - Aug 2016
POSITIONS: Animation Director, Production Coordinator, Animator, Composer
PROJECTS: Various feature-length projects (see pg. 2)
DUTIES: Managed team of 8-12 animators on two full-length animated features. Provided artistic and technical direction to animation team. Assisted in design and implementation of animation pipeline. Compositing of live-action shots, including integration of CG elements into live-action plates.
- EMPLOYER:** NBC/Universal/Defiance VFX Feb 2015 - Aug 2015
POSITIONS: Render Assistant, Graphic artist, 3D Generalist
PROJECT: "Defiance" (SyFy Network)
DUTIES: Render breakouts of CG elements for use in Compositing. Managing render farm jobs and QC checks on rendered elements. Compositing, graphics and CG duties as needed.
- EMPLOYER:** DAVE School Apr 2013 - Jan 2015
POSITIONS: MotionCapture Specialist, Special Projects Artist, Teaching Assistant
PROJECT: ITEC, "Tusk", "Code Red", "Brothers Grimm", Various projects as needed
DUTIES: Operation and maintenance of 12 camera Vicon Motion Capture system. Manipulation and processing of MoCap Data for animation. Composer/3D Generalist for various projects. Assisting students in Block 4 curriculum and management on 3 month Productions. Editing and management of the edit on Production projects.
- EMPLOYER:** Monkey Chow Productions Feb 2012 - Apr 2013
POSITIONS: VFX Supervisor, Composer, 3D Generalist
PROJECT: The Asylum, Burger King, Chocolate Kingdom, BBA Studios
DUTIES: Composer/3D Generalist on 12 feature length films. Motion Capture and MoCap data processing for film & client projects. Modeling & Animation of 3D assets for film and client projects. Managed crews of 2-12 VFX artists, depending on project scope.
- PROJECT:** King's Gambit (Shattered Stone Studios) Sep 2013
Description: Independent Live-action Feature
ROLE(S): On-Set Producer, VFX Supervisor, Lead Composer
DUTIES: Daily coordination of cast & crew for 25-day film shoot. Post-production coordination of VFX crew and management of 200+ VFX shot list. Lead Compositing artist.
- PROJECT:** Frank vs. God (BBA Studios) Mar 2013
Description: Independent Live-action Feature Film
ROLE(S): VFX Supervisor, Composer
DUTIES: Coordination & management of Visual Effects crew and management of 175+ shot list. Compositing/Integration of 3D elements into live-action shots.

PROJECTS/CREDITS

LOCAL HERO/REAL BY FAKE LA, Santa Monica CA

<u>PROJECT</u>	<u>Client/Director</u>	<u>ROLE(S)</u>
Aftermath	Dir: Patrick Lussier	VFX Supervisor, On-set Supervisor
Pine (short)	Dir: Lauren Campi	VFX Supervisor, Composer
About Fate	Dir: Marius Vaysberg	VFX Supervisor, On-set Supervisor
Metamorphosis	Dir: Alex Smoot	VFX Supervisor, Composer
Breaking (892)	Dir: Abi Corbin	VFX Supervisor, On-set Supervisor
Horror Noir	AMC/Shudder	VFX Supervisor, Composer
Hero Mode	Dir: A. J. Tesler	VFX Supervisor - RealByFake
Huella (short)	Dir: Gabriela Ortega	VFX Supervisor, On-set Supervisor
You Are My Home	Dir: Amanda Raymond	VFX Supervisor, Composer
Sylvie's Love	Dir: Eugene Ashe	VFX Supervisor, On-set Supervisor
Watchmen - S1	HBO	VFX Supervisor - Local Hero
Runaways - S3	Marvel	VFX Supervisor - Local Hero
The Morning Show - S1	Apple TV+	Compositing Supervisor - Local Hero
The Space Between	Dir: Rachel Winter	VFX Supervisor, Composer
Black Summer - S1	Netflix	VFX Supervisor (Ep. 3-8), Composer
Mr. Robot - S3	USA Networks	Lead Compositor - Local Hero
Brian Banks	Dir: Tom Shadyac	VFX Supervisor - Local Hero
Inherit the Viper	Dir: Anthony Jerjen	VFX Supervisor, Composer
Critters: A New Binge	Dir: Jordan Land	VFX Supervisor, On-set Supervisor
Samurai Marathon	Dir: Bernard Rose	VFX Supervisor
The Drone	Dir: Jordan Land	Lead Compositor
Making Babies	Dir: Josh Huber	Sr. Compositor
The Female Brain	Dir: Whitney Cummings	Sr. Compositor
The Painted Woman	Dir: James Cotten	Sr. Compositor
I Love Dick - S1	Amazon	Compositor

CBS/ACME VFX, Los Angeles CA

<u>PROJECT</u>	<u>Client/Director</u>	<u>ROLE(S)</u>
Star Trek: Discovery	CBS All Access	Render Assistant, VFX Generalist

THE ASYLUM GLOBAL, Burbank CA

<u>PROJECT</u>	<u>Client/Director</u>	<u>ROLE(S)</u>
Troll Land	ToolVox Productions	Animation Director, Animator
Izzy's Way Home	ToolVox Productions	Production Coordinator, Animator
Ice Sharks	The Asylum	Compositor, 3D Generalist
Sharknado 4	The Asylum	Compositor

NBC/UNIVERSAL, Los Angeles CA

<u>PROJECT</u>	<u>Client/Director</u>	<u>ROLE(S)</u>
Defiance	SyFy Network	Render Assistant, VFX Generalist

DAVE SCHOOL, Orlando FL

<u>PROJECT</u>	<u>Client/Director</u>	<u>ROLE(S)</u>
Tusk	View Askew Productions	Compositor
Code Red	DAVE School	VFX Coordinator, Assistant Editor
Brothers Grimm	DAVE School	VFX Coordinator, Teaching Assistant

MONKEY CHOW PRODUCTIONS, Orlando FL

<u>PROJECT</u>	<u>Client/Director</u>	<u>ROLE(S)</u>
Frank vs. God	Dir: Stewart Schill	VFX Supervisor, Lead Compositor
Franchise Presentation	Burger King	MoCap Operator, Animator, Compositor
Tour Animation	Chocolate Kingdom	MoCap Operator, Animator, Compositor
Abraham Lincoln vs. Zombies	The Asylum	Compositor
American Warships	The Asylum	Compositor
Bigfoot	The Asylum	Compositor
The Haunting of Whaley House	The Asylum	Compositor
100 Ghost Street: The Return of Richard Speck	The Asylum	Compositor
Shark Week	The Asylum	Compositor
SuperCyclone	The Asylum	Compositor
#HoldYourBreath	The Asylum	Compositor
Layover	The Asylum	Compositor



CONTACT INFO

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