



OFFICIAL
NUKE
CERTIFIED
TRAINER

fxphd

FOUNDRY.

CONTACT

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REGIONAL LOCATION:

New York, NY USA

LINKS

LINKEDIN:

linkedin.com/in/joselmarin

WEBSITE:

joselmarin.com

IMDB:

imdb.me/joselmarin

SHOWREEL:

vimeo.com/josemarin/ShowReel

HARD SKILLS

- Nuke / X / Studio
- Shotgrid
- Mocha Pro
- C4D / Redshift
- Davinci Resolve / Fusion
- OpenColorIO

SOFT SKILLS

- Effective Communicator
- Team Management
- Training / Mentorship
- Asset Management

ORGANIZATIONS

- Visual Effects Society
- Academy of Television Arts and Science
- Marine Corps League
- Veterans of Foreign Wars

Jose L. Marin

Senior Compositor / Supervisor



22 years of professional experience. 15+ years specializing in compositing for feature film, episodic, and commercial projects of all scopes and sizes while engaging in industry outreach, mentorship, and training. Board Chairman of the Visual Effects Society New York, Foundry Certified Nuke Trainer, and US Marine Veteran. Focused interest in CG compositing, training development, and talent onboarding.

EXPERIENCE

Chicken Bone FX - New York, NY

Aug 2022 - Nov 2023

Lead Compositor

- Managed and mentored team of NY and LA based Compositors across 8 projects.
- Troubleshooting difficult technical and artistic challenges for the compositing team at large.
- Facilitated communications between Heads of Departments across multiple locations to maintain a unified approach for department progression and support across tandem running productions.
- Developed efficient, easily understood Nuke templates on a project, sequence, or shot basis.
- Supervised all "Heaven" related CG shots awarded to CBFX on *'Good Omens Season 2'*.

Assembly FX - New York, NY

Jun 2023 - Oct 2023

Senior Nuke Compositor

- Directed look development and rolled out results to junior and mid level artists
- Managed continuity across multiple scenes; containing upwards of 28 shots per scene

Visual Effects Society - Los Angeles, CA

Apr 2022 - Present

Global Education Committee Member

- Strategize with VES members from sections all over the world on educational programs.

Visual Effects Society New York - New York, NY

Dec 2020 - Present

Board Chairman

Sep 2021 - Present

- Direct planning, execution, and supervision of New York section activities including: Screenings, Membership Outreach, Marketing/Communication, Social/Education Events, and Sponsorships
- Create and manage annual Activity Plan, Budget, and Fundraising.
- Oversee 6 committees and the creation of new ones to carry out related programs.
- Oversaw an average of 5% membership growth every 6 months during tenure.
- Nominated and re-elected by NY Board to Chair 4 consecutive years: 2021, 2022, 2023, 2024
- Developed New York's "4x4 Member Engagement Plan" covering Online Education, In Person Workshops, Networking Events, and Student Speaking Engagements.

Board Member

Dec 2020 - Present

- Chair and Co-Founder : VES NY Education and Outreach Committee *Jan 2021 - Present*
- Chair and Founder: VES NY Governance Committee *Jan 2022 - Present*
- Co-Founder and Co-Host: VES NY presents Live@5!!! *Jan 2021 - Present*
- Committee Member: Pub Nights Committee; Archives Committee *Jan 2021 - Dec 2022*
- VES Awards Nomination Event East Coast Lead *2021, 2022, 2023, and 2024*
- Produced recorded interviews as part of the VES Luminaries Project *Jan 2021*

Industrial Light and Magic - San Francisco, CA

Jan 2022 - May 2022

CG Team Compositor

- Carried out photoreal compositing of CG renders and practical assets into live action plates for feature film *'Dungeons and Dragons: Honor Among Thieves'*.
- Effectively planned and executed complex creative shots involving Deep Compositing and Projection Mapping collaborating daily with Lighting, FX, and CG Department Supervisors.
- Developed final look for various creatures and environments.
- Directly mentored by Compositing Supervisor Todd Vaziri.

Montclair State University - Montclair, NJ

Jan 2020 - Dec 2023

Adjunct Professor of Visual Effects

- Created a 45+ hour curriculum focused on fundamentals of compositing.
- Filmed, rendered, ingested, and conformed all assets used in the course.
- Instructed classes of up to 19 Senior level students at a time on campus and/or remotely.
- Mentored students through iterative feedback, troubleshooting, and career navigation skills.
- Created efficient, organized, and easily taught Nuke templates and directory structures.

MPC - New York, NY

Nov 2021 - Jan 2022

Senior Nuke Compositor

- Tackled advanced 2D and 3D camera tracking, photoreal CG integration into live action plates, set extensions, complex matte painting projections utilizing 3D cameras and geometry, beauty work, and car augmentation.



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VFX GUEST SPEAKER

FanfaireNYC 2024 Apr 2024

Moderator / Panelist

- "Storytelling Through Visual Effects"

SCAD: Vision Series Feb 2024

Speaker / Presenter

- "Compositing for Visual Effects: A Retrospective"

FanfaireNYC 2023 Apr 2023

Speaker / Presenter

- "Careers in Visual Effects"

RadCon - 8c Feb 2023

Guest of Honor / Keynote Speaker

- "Careers in Visual Effects"

Maxon Training Team Aug 2022

Guest VFX Trainer

- "Demystifying Post-Production: Plan! Shoot! Edit! Grade! VFX!"
- Creating and using HDRI assets for VFX

Motion Picture Editor's Guild Dec 2020

Guest VFX Trainer

- "Compositing Techniques for Editors in Resolve"

HONORS & AWARDS

Visual Effects Society Jan 2019

Visual Effects Society Award Nominee

- Lead Digital Artist
- HBO's *The Deuce* - "42nd Street"
- "Outstanding Created Environment in an Episode, Commercial, or Real-Time Project"

All Things Media Apr 2015

Certificate of Appreciation

- Company's inaugural award recipient

Motion Conference May 2010

Animated Short Semi-Finalist

Student Competition

- "*Worst Day Ever*" animated short

U.S. Marine Corps 2002 - 2007

Various Awards

- Certificate of Appreciation
- Certificate of Commendation (x2)
- Global War On Terrorism Expeditionary Medal
- Global War On Terrorism Service Medal
- Iraq Campaign Medal (x5)
- Marine Corps Good Conduct Medal
- Meritorious Unit Citation - *Special Purpose Marine Air-Ground Task Forces, Crisis Response (SPMAGTF-CR)*
- National Defense Service Medal
- Navy Unit Commendation
- Navy and Marine Corps Achievement Medal
- Presidential Unit Citation
- Sea Service Deployment Ribbon (x3)

Jose L. Marin

EXPERIENCE (continued)



Industrial Light and Magic - San Francisco, CA

Sep 2021 - Nov 2021

CG Team Compositor

- Solved technical and artistic challenges on various projects including: Episodic, '*Book of Boba Fett*'; Feature Film, '*The Bubble*'; and ILMxLAB, '*Star Wars: Galactic Starcruiser Adventure*'.
- Directly facilitated communication between Compositing, Lighting, and FX departments.
- Mentored by Compositing Supervisor Todd Vaziri.

MPC - New York, NY

Jul 2021 - Sep 2021

Senior Compositor

Crafty Apes - New York, NY

Feb 2021 - Jun 2021

Senior Compositor

Mass FX Media - Denver, CO

Oct 2020 - Nov 2020

Senior Compositor

Phosphene - New York, NY

Aug 2016 - Aug 2020

Lead Digital Artist

- Managed compositing teams across as many as 5 productions running in tandem.
- Conducted regular assessments for all members of the compositing department, providing advice and individual mentoring for any compositors as required.
- Strategized with scheduling team on compositing crewing decisions during all stages of the project cycle to ensure full utilization of the team's skill set.
- Delivered script breakdowns, estimates, and bids supporting resource allocation for new projects.
- On-set VFX Supervision, facilitating during photography, tech scouting, and b-plate capture.

All Things Media - Mahwah, NJ

Aug 2013 - Aug 2016

Compositing Supervisor / CG Dept. Manager

- Mitigated challenges to projects by facilitating communications impacting multiple departments.
- Responsible for identifying, arranging, and executing training needs of the compositing team.
- Worked directly with IT implement an agency wide transition from Fusion / AE to a Nuke pipeline.

Pixomondo - Baton Rouge, LA

Dec 2012 - May 2013

Nuke Compositor

Various - San Diego/Los Angeles, CA

Jan 2009 - Aug 2013

Freelance Roto / Paint / Compositor / Supervisor

United States Marine Corps - Camp Pendleton, CA

Aug 2002 - Sep 2007

Operations and Logistics Manager / Platoon Sergeant

Marine Corps Martial Arts Program Instructor

- Assumed leadership over unit at the platoon level while acting as a liaison between subordinate troops and superior officers at the platoon, company, and battalion level.
- Awarded multiple recognitions for outstanding leadership and superior performance while directing simultaneous projects and accounts valued in excess of \$12 million.
- Instructed groups of up to 45 in various forms of training, assessment, and certification.
- Delegated unit responsibilities to sergeants and corporals next in command.
- Managed personnel files dealing with accountability, performance, and professional development.

EDUCATION

Foundry / FXPHD

Jun 2018 - Jun 2019

Foundry Nuke Trainer Certification

- Certification focused on course creation and training utilizing a Nuke based compositing pipeline.
- Trained and certified by Senior VFX Trainer Matt Leonard.

Art Institute of CA - San Diego

Aug 2005 - Jun 2010

Bachelor's of Science; Media Arts and Animation

- Animation Alchemist Animation Mentoring Club (Founder and President).
- Women In Animation (San Diego Student Section President).
- Awarded "Best In Show" at Graduating Portfolio Show.
- Graduated with Honors; Graduation Speaker; National Merit Scholarship Award.

United States Marine Corps - Washington, D.C.

Aug 2002 - Jun 2007

Marine Corps Institute / Specialized Training

- Marine Corps Martial Arts Program Instructor Certification.
- Operations Management, Supply and Logistics, Communications, Supervision.
- Financial Management, Leadership, Military Studies, Mathematics, Team Building.
- Compilation and analysis of daily reports on tasks, personnel, requisitions, and fiscal status.