

# Jose L. Marin



## Senior Compositor / Supervisor / Trainer

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Brings 22 total years of professional experience. 15+ years specializing in visual effects compositing and team management on over 80+ feature film, episodic, and commercial projects. 14 years of non-profit experience engaging in industry outreach and mentorship. 8 years as an experienced trainer using Learning Management Systems. 5 years experience in Supply Chain Management. 4 term Board Chairman of the Visual Effects Society New York, Foundry Certified Nuke Trainer, and US Marine Veteran. Focused interest in training and talent development.

## SKILLS & PROFICIENCIES

**Visual Effects Skills:** Nuke, Mocha, Davinci Resolve, C4D, Redshift, Photoshop, AfterEffects, TCL

**Management Tools:** Shotgun, Deadline, FrameIO, Canvas (LMS), Office 365

**Communications:** Slack, Zoom, Teams, ManyCam, Stream Deck, Riverside, Buffer, Mailchimp

## WORK EXPERIENCE

### Lead Compositor

Aug 2022 – Nov 2023

Chicken Bone FX, New York, NY

- Led and mentored a team of 10+ NY and LA based Compositors across 8 projects.
- Supervised all "Heaven" related CG shots awarded to CBFX on **"Good Omens Season 2" (Amazon)**.
- Managed upwards of 24 sequences simultaneously and finalized look development across 22 hero shots.

### Senior Nuke Compositor - Independent Contractor

Feb 2021 – Oct 2023

Assembly FX, New York, NY

Jun 2023 – Oct 2023

- Established continuity across 22+ sequences on **"Ripley" (Netflix)**; balancing upwards of 28 shots at once.
- Enhanced destruction and ensured continuity throughout 5 episodes of **"Mr. & Mrs SMith" (Amazon)**.

Disney / Industrial Light & Magic, San Francisco, CA

Jan 2022 – May 2022

- **CG Team Compositor - Feature Film**
  - Devised solutions with the Lighting, FX, and CG Dept Supervisors to achieve realistic camera movement through a CG Gelatinous Cube for **"Dungeons and Dragons: Honor Among Thieves"**.

Moving Picture Company (MPC), New York, NY

Nov 2021 – Jan 2022

- Commercial spot: **Accenture** - Industry X

Disney / Industrial Light & Magic, San Francisco, CA

Sep 2021 – Nov 2021

- **CG Team Compositor**
  - Streamlined collaboration between Compositing, Lighting, and FX departments on 3 projects solving complex technical challenges for the following:
    - "Book of Boba Fett"** (Episodic)
    - "The Bubble"** (Feature Film)
    - "Star Wars: Galactic Starcruiser Adventure"** (ILMxLAB)

Moving Picture Company (MPC), New York, NY

Jul 2021 – Sep 2021

- Commercial spots: **Samsung S21 FE - Unleashed** | **EsteeLauder** - Heritage | **Apple** - Billie Eilish - Orion | **SiriusXM House** | **MyFidelityTeam**

Crafty Apes, New York, NY

Feb 2021 – Jun 2021

- Episodic projects: **"Star Trek: Discovery" (Paramount)**, **"Manifest" (Netflix)**
- Feature Film: **"Mother/Android"**

## **Adjunct Professor of Visual Effects Compositing**

**Jan 2020 – Dec 2023**

Montclair State University, Montclair, NJ

Taught classes of 19 senior level undergraduate and graduate students at a time on campus and/or remotely.

- Created a 45+ hour asynchronous curriculum focused on fundamentals of visual effects compositing.
- Filmed, rendered, ingested, and conformed all assets used in the 12 projects that make up the course.
- Instructed 57+ students using Canvas (LMS) and Nuke Studio through iterative feedback sessions and troubleshooting, leading to a 20% improvement in output quality and assignment grades.
- Developed efficient Nuke templates and directory structures which reduced configuration errors by 50%.

## **Lead Digital Artist**

**Aug 2016 – Aug 2020**

Phosphene, New York, NY

- Led compositing teams and supported crewing across as many as 5 productions running in tandem including **“The Marvelous Mrs. Maisel” (Amazon)**, **“The Deuce” (HBO)**, and **“Succession” (HBO)**.
- Initiated performance evaluations and tailored development plans for each individual artist increasing department efficiency by 25% and reducing revision cycles by 30%.
- On-set VFX supervision, supporting photography, tech scouting, and b-plate capture processes.

## **Compositing Supervisor & CG Department Manager**

**Aug 2013 – Aug 2016**

All Things Media, Mahwah, NJ

- Facilitated communication channels across 5 interdisciplinary departments resolving project challenges.
- Implemented a continuous learning system, organizing hands-on training for the compositing team.
- Orchestrated the agency-wide adoption of a Nuke pipeline, collaborating with IT to transition from AfterEffects/Fusion, which improved rendering speed by 120% and decreased delivery times by 30%.

## **Visual Effects Compositor - Independent Contractor**

**Jun 2009 – Aug 2013**

Pixomondo, Baton Rouge, LA

Dec 2012 – May 2013

Deluxe / Stereo D, Burbank, CA

Nov 2011 – Apr 2012

Legend3D, San Diego, CA

Nov 2010 – Jul 2011

## **Marine Corps Martial Arts Program Instructor**

**Jan 2005 – Sep 2007**

United States Marine Corps, Camp Pendleton

- Instructed groups of up to 45 in diverse forms of training, assessment, and certification.
- Implemented 2 proprietary learning management systems, integrating accountability, performance, and development records; resulting in a 25% improvement in Marine performance evaluations.

## **Operations & Logistics Manager / Platoon Sergeant**

**Aug 2002 – Sep 2007**

United States Marine Corps, Camp Pendleton

- Managed a 52 member cross-functional team of Marines across 2 regional and 5 international sites while serving as liaison with 4+ Department of Defense civilian repair and supply chain contractors.
- Awarded on 12 occasions for outstanding leadership and superior performance while directing simultaneous projects and accounts valued in excess of \$12M as part of an \$84M operation.
- Recognized for personally completing 4,800 transactions critical for administrative control of Secondary Repairables, decreasing back orders by more than 90% across the entire 1st Marine Expeditionary Force.

## **EDUCATION**

**Foundry Nuke Trainer Certification; Foundry / FXPHD**

**Bachelor of Science – Media Arts and Animation; Art Institute of CA, San Diego, CA**

- Graduated with Honors, Graduate Speaker, Awarded Portfolio Show “Best In Show”
- Student President - Women In Animation
- Founder and President - Animation Alchemists, animation mentoring club

**Leadership Development Certifications; Marine Corps Institute, Washington D.C.**

- Operations Management, Supply Chain and Logistics, Supervision, Financial Management, Leadership

## HONORS & AWARDS

### Artist Guest of Honor & Keynote Speaker

RadCon 8c, Pasco WA

Feb 2023

### VES Award Nominee

Visual Effects Society, Los Angeles, CA

Jan 2019

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

### Notable Recognitions

United States Marine Corps, Camp Pendleton, CA

Aug 2002 - Sep 2007

- Certificate of Appreciation (awarded 3x)
- Certificate of Commendation (awarded 4x)
- Navy and Marine Corps Achievement Medal

## INDUSTRY LEADERSHIP EXPERIENCE

### Board Chairman, New York Board of Managers

Sept 2021 – Present

Visual Effects Society, New York, NY

- Coordinated with 6 committees to create and manage annual Activity Plan, Budget, and Fundraising improving operation efficiency by 20% leading to \$35k+ in sponsorships.
- Facilitated a steady 5% biannual growth in memberships through strategic outreach and engagement techniques, contributing to a 25% total membership increase over the tenure.
- Developed New York's "4x4 Member Engagement Plan" covering Online Education, In Person Workshops, Networking Events, and Student Speaking Engagements each fiscal quarter.

### Board Member, New York Board of Managers

Dec 2020 – Present

Visual Effects Society, New York, NY

**Committee Member:** VES Global Education Committee

Apr 2022 – Present

**Chair and Founder:** VES NY Governance Committee

Jan 2022 – Present

**Chair and Co-Founder :** VES NY Education and Outreach Committee

Jan 2021 – Present

**General Event Manager** - 10th Annual New York Celebration

Jan 2023 – Jul 2024

**East Coast Judge's Panel Lead** - VES Awards Nomination Event

Jan 2021 – Jan 2024

## INDUSTRY SPEAKING ENGAGEMENTS

TooManyGames, Philadelphia, PA

Jun 2024

**Panelist:** "AMA: Visual Effects, Animation, and Games"

Fanfaire NYC, New York, NY

Apr 2024

**Moderator & Panelist:** "VES NY presents Storytelling Through Visual Effects"

Savannah College of Art and Design, Online Presentation

Feb 2024

**Guest Presenter:** "SCAD: Vision Series: Compositing for Visual Effects - A Retrospective"

Fanfaire NYC, New York, NY

Apr 2023

**Guest Presenter:** "Careers in Visual Effects"

RadCon 8c, Pasco, WA

Feb 2023

**Keynote Speaker:** "Careers in Visual Effects"

Maxon Training Team, Online Workshop

Aug 2022

**Guest VFX Trainer:** "Creating and using HDRI assets for VFX"

Motion Picture Editors Guild, Online Workshop

Dec 2020

**Guest VFX Trainer:** "Compositing Techniques for Editors in Resolve"