

Jose L. Marin



Senior Compositor / VFX Supervisor / Trainer

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Board Chairman of the Visual Effects Society New York, Foundry Certified Nuke Trainer, and US Marine Veteran bringing 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 leadership experience engaging in industry outreach. 8 years as an experienced trainer using Learning Management Systems. 5 years experience in Supply Chain Management. Elected to 4 terms as Board Chairman. Specializing in personnel training, development, and management. Interested opportunities to contribute to 2D and CG Animation projects.

SKILLS & PROFICIENCIES

Visual Effects Skills: Nuke, Mocha, Davinci Resolve, Redshift, Photoshop, AfterEffects, Adobe CC, TCL

Management Tools: Shotgun/Flow, Deadline, FramelO, Canvas (LMS), Office 365, G Suite

Communications: Slack, Zoom, Teams, ManyCam, Stream Deck, Nvidia Broadcast, Buffer, Mailchimp

WORK EXPERIENCE

Lead Compositor

Aug 2022 – Nov 2023

Chicken Bone FX, New York, NY

- Led and mentored a team of 10+ New York and Los Angeles 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

Jun 2023 – Oct 2023

Assembly FX, New York, NY

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

CG Team Compositor

Jan 2022 – May 2022

Disney / Industrial Light & Magic, San Francisco, CA

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

Senior Nuke Compositor

Nov 2021 – Jan 2022

Moving Picture Company (MPC), New York, NY

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

CG Team Compositor

Sep 2021 – Nov 2021

Disney / Industrial Light & Magic, San Francisco, CA

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

Senior Nuke Compositor

Jul 2021 – Sep 2021

Moving Picture Company (MPC), New York, NY

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

Senior Nuke Compositor

Feb 2021 – Jun 2021

Crafty Apes, New York, NY

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

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%.

Nuke 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.
- Recipient of 24 awards for outstanding leadership and superior performance while directing simultaneous projects and accounts valued in excess of \$12M as part of an overall \$84M operation.
- Recognized for personally completing 4,800 transactions critical for administrative control of Secondary Reparables, decreasing back orders by more than 90% across the entire 1st Marine Expeditionary Force.

EDUCATION

Foundry Nuke Trainer Certification; Foundry / FXPHD

- Bespoke, Academic, and Small Team Course Creation, Technical Training, Adult Learning Theory

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 industry 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 Feb 2023
RadCon 8c, Pasco WA

Nominee - Visual Effects Society Award Jan 2019
Visual Effects Society, Los Angeles, CA

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

Notable Recognitions (8 of 24 awards listed) Aug 2002 - Sep 2007
United States Marine Corps, Camp Pendleton, CA

- 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

- Oversaw a team of 12 board members across 6 committees to create and manage annual Activity Plan, Budget, and Fundraising improving operation efficiency by over 40%.
- Represented 250+ constituents, volunteers, sponsors, and other individual stakeholders.
- Facilitated a steady 5% biannual growth in memberships through strategic outreach and engagement techniques, contributing to a 25% total membership increase over 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:** Global VES 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
- **East Coast Judge's Panel Lead** - Global VES Awards Nomination Event Jan 2021 – Present
- **General Event Manager** - 10th Annual New York Celebration Jan 2023 – Jul 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"