Tom Frelek – *Digital Technical Artist*

tfrelek@gmail.com (416)319-8360 Milton, Ontario Canadian Citizen

Personal Skills

- Dedicated to meeting deadlines; effective time management.
- Strong problem solving skills; willing to learn and display proficiency.
- Able to undertake multiple tasks at once.
- Displays artistic and technical views.
- Strong display of communication alongside employees; working with other departments.
- Strong capability to Lead a team to meet deadlines.

Visual Effects Experience

Senior Compositing - 'Paw Patrol', 'Dinopaws', Justin Time 3'

June 2013 - Present

Guru Studios - Toronto, Canada

Software: Senior Compositor. Assembled all necessary layers for completion of

shot.

Nuke 3D Camera usage. Shot finaling.

Maya

Senior Compositing – 'Sasktel Communications' TV Spots February 2013– April

2013

House Of Cool Studios - Toronto, Canada

Software: Composition of CGI layers using EXR's. Met Deadlines.

After Effects

Nuke Maya

Compositing - 'Haven', 'The Glades', 'Rewind - Pilot' - TV Series July 2012 -

Decemeber 2012

Stargate Studios - Toronto, Canada

Software: Intermediate Compositor; Meeting week to week deadlines.

After Effects Complete CGI integration with live footage. Wire removal/Rig Removal.

Boujou

Compositing - 'Mia and Me' - TV Series July 2011 - February 2012

March Entertainment - Toronto, Canada

Software: Intermediate Compositor; Meeting week to week deadlines.

Nuke Worked with and trained Junior Compositors

Compositing - 'My Babysitter is a Vampire' - TV Series October 2010 - January 2011

Elliott Animation - Toronto, Canada

Software: Competed 13 episodes with over 200 vfx shots.

Shake Art Direction of many VFX shots.

After Effects

Met Deadlines.

Mocha

Compositing - 'My Babysitter is a Vampire' - Feature Film June 2010 - August 2010

Elliott Animation - Toronto, Canada

Software: Complete High quality composites for live action feature film.

Shake Worked with a great team of 10 people. **After Effects** Met deadlines with quick work ethic.

Compositing - 'Planet Sheen' August 2009 - March 2010

CORE Digital Pictures - Toronto, Canada

Software:

Nuke Composited many layers for very high quality 3D TV series.

Shake Great in depth detail when working with clients.

Maya Finished 10-20 shots weekly.

Trained junior compositors.

Lighting/Rendering/Compositing TD - 'RollBots'

Jan 2008 - Apr 2009

Elliott Animation - Toronto, Canada

Software: Helped create the rendering pipeline; worked closely with 3Delight to

Maya aid the rendering work flow.

3Delight Setup rendering passes for lighters; colour, occlusion, rim light,

Shake shadow cast, contact shadow cast.

Qube Built compositing trees for compositing work flow.

Managing Qube software and hardware.

Lit, Rendered, and Composited a vast quantity of shots.

CG Compositor/Render Manager - 'Outlander' - Feature Film Feb 2007 - Dec 2008

SPIN Productions – Toronto, Canada

Software: Managing Qube software; Maintaining a clean and render queue.

Qube Troubleshooting RIB renders and AIR issues.

Maya Keying, Rig Removal, Wire Removal, Cleaning Plates.

Shake Rotoscoping Actors and prop elements for compositing.

<u>CG Lighter/Renderer - 'Get Ed' - TV Series</u> Sep 2005 - Nov 2006

Red Rover Studios – Toronto, Canada

Software:

Maya Assisted Layout department when behind in work.

Mental Ray Lit entire sets using Maya and Mental Ray.

Digital Fusion Comped together layers and effects using Digital Fusion.

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Other Work Experience

Compositor/3D Generalist

Rock Spirit Productions - www.steelcar.com Winter 2006-2007

Software: Completed a high quality website for National Steel Car.

3D Studio Max Camera Animation for in depth views of Steer Cars (Gallery).

Shake software for compositing. Shake

Education

Flash

Centennial College - Digital Animation/Visual Effects

Toronto, Canada 2004

Software: Maya, Shake, Combustion, Photoshop, ImageReady, Indesign,

Illustrator.

3D Studio Max, Cinema 4D, Nuendo, Sound Forge

Animation/Lighting

Completing Character Animation Projects and Visual Effects Projects.

Sheridan College - Advanced TV & Film - Audio Engineering/Image Composition

Oakville, Canada 2005

Software: Audio Post-Production – Pro Tools system, Reason, Cubase (Mixing Avid

Final Films)

Pro Tools Trouble shooting Mix-Boards and Patch Bays.

Illustrator Using Digi- Encoders, Decoders for Surround Soundmixes.

Post-Production and Finishing – Shake 3 (short films)

Other Activities

Active Recording Artist/Musician.

Audio Engineering; Mixing and Mastering.

Hockey and Baseball Fan.

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SHOT BREAKDOWN

My Babysitter is a Vampire(2010) - Elliott Animation

Software: Shake and Adobe After Effects.

Duties: Shot compositing.

Created Purple Glow for all of the souls. Animated Souls floating from left to right.

Created Disintegration effect with After Effects using a Linear Texture Wipe.

OUTLANDER(2008) - SPIN Productions

Software: Shake

Duties: Rig Removal and Wire Removal.

Rotoscoping of Character infront of CG Creature (Fire Sequence).

Wire Removal for waterfall sequence and thickening of waterfall (Waterfall

Sequence).

Removal of wooden plate and rotoscope of sword and hand(Arm Cutoff

Sequence).

ROLLBOTS(2009) - ELLIOT ANIMATION

Sofware: Maya, Shake, 3Delight.

Duties: Morphing Characters. Comping entire shot with all elements. Colour

Correcting Effects and entire plates. Lighting scenes and setting up rigs. Speed Background incorporation.

GET ED(2005)- RED ROVER STUDIOS

Software: Maya, Fusion.

Duties: Setting up scenes for Render. Compositing all elements together.