

Isaiah Walker

www.IsaiahVFX.com
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Skills & Abilities

Compositing, CG Compositing, Keying, 2D & 3D Tracking, BG Prep, Paint outs, 3D Projection, Color Correction, Gizmo/Tool Creation, Element Integration, Rotoscoping

Work Experience

Compositor – Ingenuity Studios

Nov 2019 to May 2020

Worked doing CG Comps, FX Comps, deep compositing, 2d Comps, screen replacements, set extensions, color work, keying, and tool development. Also trained new staff on company structure and pipeline as well as developed the look for some shots

- “Stumptown” 2019-2020
- “Penny Dreadful: City of Angels” 2020
- “Away” 2020 Netflix Original

BG Prep Artist – Image Engine Design Inc

Feb 2018 to Nov 2019

Worked preparing each plate through matte generation/roto-scoping, paint outs (marker removals, removing rigs, flashing lights, camera and crew), grain removal, grain matching, and set extensions.

- “Fantastic Beasts: The Crimes of Grindelwald” 2018
- “Game of Thrones Season 8” 2019
- “Spider-man: Far From Home” 2019
- “Mulan” 2019

Intern BG Prep – Image Engine Design Inc

Jan 2018 to Feb 2018

Worked in training on several tasks. Each task was focused on rotopaint to further develop advanced skills and efficiency. Schedule and expectations were equal to that of full time artists all overseen by the department supervisor.

Freelance Compositor

2015 to 2017

Worked doing 2D Composites involving color matching, color correction, sign replacements, roto-scoping, keying, paint outs (removing wires, actors, blinking lights, and unwanted scratches on film)

Education

Lost Boys | School of Visual Effects Compositing Program Diploma 2017 to 2018

Completed BSM (Basic Shift Management) courses 2015 to 2016

Walnut Grove Secondary High School 2012 to 2016

Software

Nuke, Silhouette, Mocha, Maya, Arnold, Python, After Effects, Photoshop, Premiere