

Jesse Forsey

*Advanced Visual Effects Compositing*

Diploma of Visual Effects Compositing specializing in 2D and 3D compositing,

keying, BG prep, rotoscoping, and paint.

EDUCATION

**Vancouver Film School**

2014 - 2015 | Vancouver, Canada

Experience

*Montreal, Canada.*

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Jesse-vfx.com
Vimeo.com/327168556

linkedin.com/in/jesseforsey

Portfolio

COMPoSITOR

Contact

**Lost Boys | School of Visual Effects**

2016 - 2017 | Vancouver, Canada

*Foundation Visual Art + Design*

Studied the basics of the film industry and developed both technical and creative design skills. Course focused on 2D composition, classical animation, film production and digital design.

Roto Paint Lead – Jan 2019 – present

As a lead I am the buffer between production and the artist. My responsibilities include but are not limited to; making sure artists meet deadlines, quality checking outsource work and bidding shots before handed over to artists.

**Framestore**

Jan. 2017 – Present | Montreal, Canada

Roto Paint Artist – 2017 – 2018

In this position I was responsible for is responsible for multiple aspects of plate preparation and creation of elements for use in final composites.

**Psyop**

Aug. 2015 – Oct. 2015 | Vancouver, Canada

Production Assistant

Worked as a Production Assistant during The Accountant and X-Files. My role required working out of shotgun to help communicate notes to artists, organizing shot boards, sitting in on dailies taking notes and assisting in filming elements for the compositors.

**Lush Cosmetics**

July 2014 – 2014 Nov. | Vancouver, Canada

*Senior Sales Associate*

In this position I was responsible for assisting with opening a new store as well as guiding the direction of the leadership within that store. The role involved teaching staff, being a apart of the hiring process as well as working in the store front.

Interests

Nuke, SilhouetteFX, Mocha Pro, After Effects, Photoshop,

Illustrator, Premiere Pro, Final Cut Pro, Shotgun,

Software

2D/3D & multi-pass compositing, matchmoving, CG integration, texturing, lighting, shading, animation, multi-pass & multi-layer rendering, photoediting & manipulation, digital painting, video editing, rotoscoping, keying, 2D/3D & planar tracking, BG prep, set extension, 3D projections, color correction,

grading, 2D/2.5D relighting, grain matching.

SKILLS

Guitar, Hiking, Traveling, Photography, Film Making

References

\*References upon request