

SHARON A. MARCUSSEN

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EDUCATION

COLLEGE OF DESIGN, NC STATE UNIVERSITY | Raleigh, NC
Master of Art + Design | Animation and New Media | 2007

TYLER SCHOOL OF ART, TEMPLE UNIVERSITY JAPAN | Tokyo, Japan
Summer Program | Art and Animation | 2006

COLLEGE OF DESIGN, NC STATE UNIVERSITY | Raleigh, NC
Bachelor of Art + Design | minor in Film Studies | 2003

SOFTWARE + SKILLS

SOFTWARE PROFICIENCIES (Linux, Mac, and PC):

Nuke | Photoshop | Illustrator | After Effects | Lightroom | Final Cut Pro | Mocha Pro | foundational Maya skills of modeling, rigging, animation, texturing, lighting, and rendering

SKILLS:

Traditional Drawing + Illustration | Photography | Design Thinking | Look Development | 3D Multi-channel Compositing | Deep Compositing | Tracking | Keying | Strong eye for Color & Composition | Strong Problem Solving Skills | Strong Attention to Detail | I love a new Challenge!

TEACHING EXPERIENCE

VISITING ADJUNCT PROFESSOR | Pratt Institute | Brooklyn, NY | 2018

SPRING 2018 - 3D Post Production - Undergraduate level

FALL 2018 - Post Production - Graduate level

- Developed the class syllabus based on student objectives outlined by the Dept of Digital Arts
- Taught technical 2d/3d post production skills including post production terminology and workflow, digital file formats and resolution, setting up and rendering multichannel EXR's from Maya, 2d and 3d compositing techniques in Nuke and After Effects (keying, tracking, projections, multichannel EXR compositing, math behind merge operations, best practices), final output optimization
- Prepared class presentations and demos to use in teaching new concepts and for students to practice the skills they learned

PROJECT LEAD / COMPOSITING SUPERVISOR | Various Studios | New York, NY

Mentor to Jr. Artists and Lead Artist on Various Projects | 2013 - current

- Provide creative feedback on work and give suggestions for further improvement
- Create templates, troubleshoot technical problems, and develop new methods of approach
- Perform final check for technical aspects of work to ensure a high quality output and continuity between shots

PILATES INSTRUCTOR | Gramercy Pilates | New York, NY | 2016 - ongoing

- Create an appropriate fitness program based on user experience and guide clients safely through the exercises using verbal cues, manual adjustments, and demonstrations when needed
- In one on one client sessions, observe postural imbalances, taking into consideration prior injury and medical conditions and develop a movement strategy to safely improve strength and biomechanics

TEACHERS' ASSISTANT | College of Design, NC State University | Raleigh, NC

Intro to Illustrator Class and Lasercutter Workflow | 2006 -2007

- This was a supplemental class taught to aid students with their studio assignment
- Introduced students to techniques and workflow in Adobe Illustrator
- Created projects to give practical application of principles and workflow learned
- Taught students how to prep and import Illustrator files for use with the lasercutter software

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WORK EXPERIENCE

COMPOSITING SUPERVISOR | **AlkemyX** | New York, NY | Nov 2017 - current

- Task artists with work and create workflow and templates for use in sequences
- Troubleshoot technical issues artists have with their files or script
- Mentor junior artists in workflow techniques and help develop their eye
- Track progression of sequences and ensure continuity of work being done
- Final technical check to ensure quality of work and continuity between shots

VISITING ADJUNCT PROFESSOR | **Pratt Institute** | Brooklyn, NY | Spring 2018 - Fall 2018

- Developed the syllabus for the class that reflected student objectives and skills outlined by the Department of Digital Arts
- Prepared class presentations for use in teaching new concepts
- Prepared demos to use as a teaching aid and for students to practice the concepts they are learning
- Researched solutions to technical problems students had with their work

SENIOR COMPOSITOR | **the Mill** | New York, NY | Oct 2017 - Nov 2017

- Responsible for creating visual solutions for high end commercial clients
- Work involved combining CG renders with live action plates
- Manipulated shot footage in a seamless way to address client requests

SENIOR COMPOSITOR | **Double Negative** | Vancouver, BC | May 2017- Aug 2017

Blade Runner 2049

- Combined live action elements with CG environments and FX elements for photo-real composite
- Developed the look for key shots in the film with direction from my lead, VFX supervisor, and clients feedback

SENIOR COMPOSITOR / COMP SUPERVISOR | **AlkemyX** | New York, NY | July 2015 - May 2017

- Comp supervisor responsibilities included: assigning tasks to the team, checking in with artists to review work, troubleshooting any technical difficulties, reviewing work for technical errors
- Compositing work included: integrating practically shot fire elements and CG renders of a car being consumed by flames with the live action car in the plate; set extension work

PILATES INSTRUCTOR | **Gramercy Pilates** | New York, NY | Aug 2016 - ongoing

- Responsibilities include designing a 55 minute workout appropriate to the skill level of the class
- Group class challenges include modifying exercises for those with any prior injury or contraindications while keeping the class challenging and engaging for more experienced clients
- Give verbal cues and manually adjustments throughout class to ensure that clients perform exercises safely and utilize appropriate muscle groups
- In a one on one setting, analyze client weakness and imbalances to create an individualized workout, while also taking into consideration any contraindications due to previous injuries and/or current conditions (pregnancy, osteoporosis, scoliosis, intervertebral disc injuries, etc.)

SENIOR COMPOSITOR | **Method Studios** | New York, NY | May 2015 - July 2015

- Compositing work for the feature film Equals.
- Integrated CG environments and matte paintings into live action plates with the actors

SENIOR COMPOSITOR | **MPC** | Montreal, QC | Jan 2015 - Mar 2015

- Senior compositing work and look development for the film Tarzan
- Integrated deep renders of FX dust cloud and CG herd with live action actors and environment

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WORK EXPERIENCE(cont.)

SENIOR COMPOSITOR | Phosphene | New York, NY | Oct2014 - Dec2014

- Integrated CG environment elements and matte paintings with green-screen foreground elements
- Look development for the environment work

SENIOR COMPOSITOR | Dive | New York, NY | July2014 - Aug2014

- Enhanced blood and gore in plates and integrated additional CG and practical elements
- Composited footage of fire elements and embers to match action in plate

SENIOR COMPOSITOR | Method Studios | New York, NY | Mar2014 - June2014

- Integrated CG into environment for set extension and enhancement
- Warped actors' performances between two takes to create one seamless performance

PROJECT LEAD / SENIOR COMPOSITOR | Framestore | New York, NY | Jan2013 - Feb2014

- Lead artist for multiple jobs overseeing work to ensure high quality and continuity between shots
- Composited CG renders with live action elements for seamless integration
- Managed and assisted the compositing team with their shot work both creatively and technically
- Assisted with on set supervision to gather data for the 2d and 3d team
- Senior compositing work on various commercials for clients including Geico, Captain Morgan, Dicks Sporting Goods, and Snapdragon.

COMPOSITOR | Double Negative | London, UK | Jan2011 - Dec2012

- Integrated CG characters and environments with live action characters and sets/environments
- Tasks included set extensions, tracking and warping elements to blend seamlessly with actors, integrated computer generated FX elements and practical elements for a photo-real look
- Look development for CG explosions on two key shots for Dark Knight Rises
- Part of the Look Development team for Marvel's Antman teaser trailer showcased at Comic Con2012.

COMPOSITOR | Mothership / DD | Venice, CA | Nov2010

- Multilayer CG compositing for full CG cinematic sequence created for the PS3 game, Killzone
- Composited the shots for stereoscopic viewing

COMPOSITOR | MPC | Santa Monica, CA | March2010 - Oct2010

- Responsibilities included multilayer CG compositing, keying, grading, beauty work, matte painting, set extension, paint cleanup, and tracking used in the compositing of live action elements for final picture.

COMPOSITING TECHNICAL DIRECTOR | Sony Imageworks | Culver City, CA | Oct2009 - Jan2010

- Compositing and Stereoscopic work on Alice and Wonderland
- Keyed actors on green screen and integrated these plate elements into CG environments with CG characters and FX atmosphere renders
- Created concepts and final transitions for extensive dream sequence
- Created stereoscopic version of shots; rendered right eye elements, created depth layouts for live action elements and composited all elements for final stereo image

COMPOSITOR | A52 | Santa Monica, CA | Sept2009 - Oct2009

- Worked on a stereo title sequence in Nuke and supplied concept boards for pre-visualization

LIGHTING AND COMPOSITING TECHNICAL DIRECTOR | Sony Imageworks | Culver City, CA | Feb2009 - June2009

- Created depth in live action plate using Maya and proprietary software
- TD responsibilities included troubleshooting errors in 3d renders, compositing CG elements and FX for stereo viewing

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WORK EXPERIENCE(cont.)

DESIGNER / 3D ARTIST | Brand New School | Santa Monica, CA | Aug2008 - Jan2009

- Designed illustrated style frames for elements to be used in the project
- Animated motion graphics
- Created pre-visualization of animated storyboard for timing
- Composited 2D and 3D elements (ie. marker removal, color correction, stabilizing shots, creating mattes, keying blue screen elements).

ART SUPPORT / JR. COMPOSITOR | the Mill | Santa Monica, CA | Nov2007 - Aug2008

- Art support work involved prepping graphics and titles for use in various commercials
- Worked on style frames for directors to visualize work
- Photographed reference images on set for the 3D department to aide in building their assets
- Photographed images for the 2d depart. for BG replacements, clean plates, sky elements and textures
- Jr. Compositor work involved creating mattes, matte painting / background cleanup, rig and reflection removal, 2D morphing, compositing multichannel CG renders into live action plates, color grading

3D GENERALIST / MOTION GRAPHICS DESIGNER | Serious Robots | Raleigh, NC | 2001-2005

- Created the style and look of various motion graphics projects
- Modeled, rigged, textured, animated and lit assets and characters for use in various projects (ie. commercials, motion graphics work, medical visualizations, title sequences, cinematics)
- Learned how to run a motion capture shoot and edit the data for use in a cinematics sequence

AWARDS

Art + Design Digital Mouse Award | 2007

Art + Design Digital Mouse Award | 2003

For excellence and leadership in digital technology in both graduate and undergraduate studies

Recipient of the Pumpkin King Scholarship | 2005

For excellence in digital artistry and traditional drawing skills

PROFESSIONAL ORGANIZATIONS

Visual Effects Society | New York City Chapter | member since 2016

PRESENTATIONS

'A Compositors Journey' | presentation for Undergrad + Grad animation students | College of Design NCSU | Raleigh, NC | Sept 2017

This presentation gave students an opportunity to learn more about the world of a visual effects artist, view breakdowns of work, and answer any questions they might have about going into the industry.

<https://design.ncsu.edu/a-designers-journey/>

GALLERY EXHIBITS

'EAST MEETS WEST' 2 PERSON EXHIBIT | Bickett Gallery | Raleigh, NC | 03.2007 – 05.2007

This exhibit showcased prints from my final graduate project, 'The Adventures of the Supersparkle'. The show also featured the first animated episode 'Supersparkle Goes to Japan'.

[East Meets West Exhibit](#)

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ADDITIONAL RESEARCH and ACHIEVEMENT

HAND BUILDING POTTERY CLASS | Togeï Kyoshitsu Pottery | New York, NY | November 2019
4 week workshop to learn traditional Japanese pottery hand building and glazing techniques.

FINISHER of the NYC MARATHON | **26.2 miles** | **Staten Island, Brooklyn, Queens, Bronx, Manhattan, NY** | **Nov 4, 2018**

Ran across the 5 boroughs representing the organization, Fred's Team, to help raise money for Memorial Sloan Kettering's Pediatric Cancer Center

FAMI | Mt. Sinai School of Medicine | New York, NY | June 2019

This four day intensive anatomy workshop gave movement professionals the chance to learn anatomy in a hands on way with focused lectures in the morning followed by time in the gross anatomy lab

GRAMERCY PILATES | New York, NY

Pilates Mat and Equipment Teacher Training Certification | 2016

Pre and Post Natal Pilates Workshop | 2016

Props Workshop | 2018

KINECTED PILATES STUDIO | New York, NY

Feet, Fascia and Spirals Workshop | 2016

Body Reading 101 Workshop | 2018

WORK CREDITS

2019

In the Heights | AlkemyX | Compositing Supervisor

The Mighty Gemstones | AlkemyX | Senior Compositor - Nuke

Fear the Walking Dead | AlkemyX | Senior Compositor - Nuke

Blindspot Season 4 | AlkemyX | Compositing Supervisor

2018

Blindspot Season 4 | AlkemyX | Compositing Supervisor

Fear the Walking Dead | Alkemy X | Senior Compositor - Nuke

2017

Blade Runner 2049 | Double Negative | Senior Compositor - Nuke

Deception | AlkemyX | Senior Compositor - Nuke

2016

Frequency | AlkemyX | Senior Compositor - Nuke

Blindspot | AlkemyX | Senior Compositor - Nuke

Outcast | AlkemyX | Senior Compositor - Nuke

2015

Time After Time Pilot Episode | AlkemyX | Senior Compositor - Nuke

the Leftovers - Season 2 | AlkemyX | Senior Compositor - Nuke

Equals | Method Studios | Senior Compositor - Nuke

2014

Mr. Holmes | Phosphene | Senior Compositor - Nuke

the Leftovers - Season 1 | Dive | Senior Compositor - Nuke

Focus | Method Studios | Senior Compositor - Nuke

Kill the Messenger | Method Studios | Senior Compositor - Nuke

2013

Snapdragon 'Bullet Train' | Framestore | Senior Compositor - Nuke

Snapdragon 'Museum' | Framestore | Senior Compositor - Nuke

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Snapdragon 'Fast Santa' | Framestore | Lead Composer - Nuke
Benjamin Moore | Framestore | Lead Composer - Nuke
Dicks Sporting Goods 'Every Snap' | Framestore | Lead Composer - Nuke
Believe TV Pilot | Framestore | Senior Composer - Nuke
Orkin | Framestore | Lead Composer - Nuke
Captain Morgan | Framestore | Senior Composer - Nuke
Geico -Makeup | Framestore | Senior Composer - Nuke

2012

Rush | Double Negative | Composer - Nuke
Marvel Antman Comic Con Preview | Double Negative | Look Dev Composer - Nuke
Dark Knight Rises | Double Negative | Composer - Nuke
Total Recall | Double Negative | Composer - Nuke

2011

Captain America: The First Avenger | Double Negative | Composer - Nuke
John Carter | Double Negative | Composer - Nuke

2010

Alice in Wonderland | Sony Pictures Imageworks | Lighting and Compositing TD - Nuke/Katana
Killzone 3 Intro Cinematic | Mothership | Composer - Nuke
Ford Fiesta 'MPG', 'Launch' | MPC LA | Composer - Nuke
Toyota Avalon 'Train', 'Plane' | MPC LA | Composer - Nuke

2009

GForce | Sony Pictures Imageworks | Stereoscopic Lighting and Compositing TD - Katana
Zappos 'Step into Zappos' | Brand New School | Flame Assist - Shake

2008

Sprint Nascar 'Monsters' | the Mill LA | Flame Assist - Shake
JC Penny 'Crowd Surfing' | the Mill LA | Flame Assist - Shake
Nike 'Take it to the Next Level' | the Mill LA | Flame Assist - Shake/Combustion
Tracfone 'No Evil Viral Campaign' | the Mill LA | Flame Assist - Shake
Levis 'Onion Peel' | the Mill LA | Flame Assist - Shake/Flame
Saab 'Read the Road' | the Mill LA | 3D Composer - Nuke
Office Max 'Life is Beautiful' | Brand New School | Designer - Illustrator / After Effects
Soyjoy 'Battle of the Beans' | Brand New School | Flame Assist - Shake / Nuke

2005

Rubbermaid 'Hurricane' | Serious Robots | 3D Artist / Modeling, Texturing, Animation - Softimage XSI
Wildlife Adventures | Serious Robots | 3D Artist / Environment Modeling, Lighting, Texturing - Softimage XSI
Unreal Championship II - Epic Games - Additional Cinematics Work - Maya/Motionbuilder/Unreal Engine

2003

The Firefly Man - independent short film - 3D Artist / Animator - Maya