

Portland, OR  
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www.beakfx.com

## Skills

Flame · Nuke  
Shotgun · Smoke · Resolve  
Photoshop · Mocha Pro · Combustion · Softimage

## Expertise

- **Compositing** - Wide variety of compositing projects encountered over 20 years, SD to IMAX.
- **Production** - Full understanding of digital (and film) film making, from acquisition to projection.
- **Editorial** - Editing skills as required for conforming and finishing, features and commercials.
- **Animation** - Former 3D animator, understanding of the requirements and limitations of 3D.
- **Color** - Color management and work-flow: calibration, simulation, LUT creation.
- **Operations** - Management and organization of compositors and 3D artists.
- **Scripting** - Knowledge of shell and perl scripting to support 2D workflows.
- **Expressions and Gizmos** – A knack for designing tools and gizmos and withing Flame and Nuke.
- **Collective Unconscious** - 20 years of compositing and VFX– Flame since 1996, Nuke since 2013.

## Filmography

### Features

**Asura** (2018) Compositor, Refuge VFX.

**Pop** (2017) (short) VFX Supervisor, Beak  $f(x)$ , Unmanned Media.

**Wichita** (2016) VFX Supervisor, Beak  $f(x)$ , Rabbit Hole Llc.

**End of the Road** (2015) VFX Supervisor, Beak  $f(x)$ , Unmanned Media.

**Jobs** (2013) VFX Supervisor, Siren Digital, Five Star Pictures.

**The Shifting** (2012) Flame Artist, Beak FX, Pace Pictures.

**The Producer** (2012) Compositor, Beak FX, Pace Pictures.

**Inhale** (2010) Flame Artist, Gradient FX, IFC Films / 26 Films.

**The Box** (2009) Compositing Supervisor, Gradient FX, Darko Entertainment.

\* VES Nomination, as Compositing Supervisor: *Best Supporting Visual Effects*, 2009\*

**Deep in the Valley** (2009) Compositing Supervisor, Gradient FX, Persistent Entertainment.

**The Invention of Lying** aka This Side of the Truth (2009) Flame Artist, Gradient FX, Warner Bros..

**The Informers** (2008) - Compositing Supervisor, Gradient FX, Senator Entertainment.

**Surfer, Dude** (2008) Compositing Supervisor, Gradient FX, Berk/Lane Entertainment.

**Fireflies in the Garden** (2008) Senior Compositor, Gradient FX, Senator Entertainment.

**The Flyboys** (2007) Flame Artist, X1fx, Dark Coast Pictures.

**The Nativity Story** (2006) Flame Artist, Digital Domain, New Line Cinema.

**Southland Tales** (2006) Flame Artist, Gradient FX, Universal Pictures / Darko Entertainment.

**The Chronicles of Narnia: The Lion, the Witch and the Wardrobe** (2005) Flame Artist, X1fx, Disney Pictures.

**An American Haunting** (2005) Compositing Supervisor, Big Bang, Allan Zeman Productions.

**The Fog** (2005) Inferno Artist, Hydraulx (as Peter Cvijanovic), Revolution Studios.  
**Racing Stripes** (2005) Inferno Artist, Digiscope, Alcon Entertainment.  
**Blade: Trinity** (2004) Flame Artist, MFX, New Line Cinema.  
**Fighter Pilot: Operation Red Flag** (2004) Comp Supervisor/Digital Colorist, Big Bang, Stephen Low Prod.  
**The Life and Death of Peter Sellers** (2004) Inferno Artist, The Post Group, HBO Films.  
**The Final Cut** (2004) Inferno Artist, The Post Group, Lions Gate Entertainment.  
**The Girl Next Door** (2004) Inferno Artist, Asylum VFX, Regency Enterprises.  
**The League of Extraordinary Gentlemen** (2003) Inferno Artist, Asylum VFX, 20<sup>th</sup> Century Fox.  
**Freddy vs. Jason** (2003) Inferno Artist, Asylum VFX, New Line Cinema.  
**Bad Boys II** (2003) Inferno Artist, Asylum VFX (as Peter Cvijanovic), Don Simpson/Jerry Bruckheimer Films.  
**The Little Vampire** (2000) Inferno Artist, Digital Renaissance (Germany), Cometstone Pictures.  
**The Legend of 1900** (1998) Inferno Artist, Interactive Milan, Sciarlò / Medusa Films.  
**The Titanic** (1997) Inferno Artist, Hollywood Digital, Twentieth Century Fox / Paramount Pictures.

### Commercials - Recent Highlights

**KFC "\$5 Fill up" (2017)**, Joint Editorial, Wieden + Kennedy.  
**Jeep Cherokee "Built Free"** (2014) Flame, Wolf + Crow, Wieden + Kennedy.  
**Chevy "Cruze"** (2014) Flame, Framestore LA.  
**Facebook Home "Dinner", "Airplane", "Bed"** (2013) Flame, The Mill LA, Wieden + Kennedy.  
**Gatorade "Lightning Bolt"** (2013) Flame, The Mill LA, TBWA\Chiat\Day.  
**Chevy "To The Moon"** (2013) Flame, The Mill LA, Commonwealth/McCann.  
**Disney Parks "Buzz Lightyear"** (2013) Flame, The Mill LA.  
**Toyota RAV4 EV "Introducing"** (2013) Flame/Grading, Stardust, Saatchi & Saatchi LA.  
**Vitamin Water "Grab it by the Horns"** (2012) Flare, MPC LA, CP+B.  
**Acura RDX "Car Wash"** (2012) Flare, MPC LA, rp&.  
**Lexus "IS"** (2011) Flame, ArsenalFX.  
**Dell "Pop Click Switch"** (2011) Flame, Beak FX, Super! Alright!.  
**Some additional spots...** Northrop, GMC, Ford, Toyota, Cadillac, Cingular, Pony, TIM, BMW, Maui Jim, AT&T, Proctor and Gamble, Google, Apple, Samsung, IBM, USPS, Barns and Noble, Osmocote, Shell, Purina.

### Episodic Television

**The Blacklist** (2014) Nuke Compositor, Gradient FX, NBC Universal.  
**Joey** (2004) Flame, MFX, Warner Bros. Television.  
**Half & Half** (2005) Flame, MFX, CBS.  
**Standoff "Pilot"** aka Primary (2005) Flame, Zoic Studios, 20th Century Fox Television.  
**NYPD 2069 "Pilot"** (2004) Combustion, Zoic Studios, Paramount.  
**Miracles** (2003) Flame, Zoic Studios, Buena Vista / Touchstone.  
**The Twilight Zone** (2003) Flame, Zoic Studios, New Line Television.  
**Buffy the Vampire Slayer** (2000, 2001) Flame, Radium; (2002, 2003) Flame, Zoic Studios.  
**Angel** (2001) Flame, Radium; (2002, 2003) Flame, Zoic Studios.  
**From the Earth to the Moon** (1998) Inferno, Hollywood Digital, HBO.

### Music Videos and Other Projects

**Nicki Minaj "Starships"** (2012) Flame, Kilt Studios.  
**Anastacia "Paid My Dues"** (2001) Flame, Purple Grape.  
**'Nsync "Pop"** (2001) Flame, Radium.

**Puff Daddy “Victory”** (1998) Flame, Ring of Fire.

**Finemode “Go My Way”** (2012) Art Director/Smoke, Corporate video for finemode.jp, Beak FX.

**QED International “signature”** (2007) VFX Supervisor, Beak FX.

**Tokyo Drift “Trailer”** (2006) Flame, Milne FX (MFX).

**Cox Cablevision “Gavel to Gavel RNC”** (2000) Art Director/Motion Graphics, Center City Film & Video.

## Work Experience

**Beak f(x) : Owner / Artist** 1996 – Present.

Primarily using Flame, I also have an expanded skill set that includes Nuke. I have extended skills and experience in the disciplines of color, design, 360 VR, and editorial. These journeys have always expanded my knowledge and understanding of the entire VFX and post production workflow. They have made me a better artist for it. I have a great sense of what goes where and when. I believe that consistency and context will always make for the best visual storytelling.

**Discreet Logic Asia (Singapore) : Flame Demo Artist / Trainer** -- Jan 96 - Jan 97.

Primary responsibility was a demo artist and training manager in SE Asia and India. Also served as a feedback voice to R&D, and assisted sales and engineering departments. Technical support for Inferno/Flame/Flint.

**Iloura Thailand (Bangkok, Thailand) : SoftImage Animator** – Jan 95-Dec 95.

Created 3D effects work for TV commercials in the SE Asian region. Modeling, animation, texturing, and lighting for all projects. Also compositing with Eddie and morphing with Elastic Reality.

**Djarum Group / BMJ (Jakarta, Indonesia) : 3D Graphics consultant** -- Mar 94-Jan 95.

Spearheaded the oversight of the installation of a computer graphics division to serve the in-house needs of the Djarum industrial group. Trained staff in modeling, animation, image processing and CAD.

**Freelance 3D Artist (San Francisco, CA) : 3D Studio** -- Dec 92-Feb 94.

Produced animation and print work for local clients such as Soon Song Music, Cable 6 Palo Alto, Invisible Records, and the city of Brisbane, California.

**Autodesk (San Francisco, CA) : 3D Artist** -- May 93-Feb 94.

Contractor to the Image Development Lab. Created animations and print work for corporate promotional and marketing materials. Served as an alpha test site for new products in development.

**Thomas Reid Associates (Palo Alto, CA) : AutoCAD operator/Graphic artist**--Sept 88-May 93.

Using AutoCAD and 3D Studio, created drawings and models for scientific visualization relating to land use and environmental impact studies.

## Interests

- Aviation
- Photography
- Scuba Diving (PADI open water)