

Stanislav Shapetskiy

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Summary

I have worked as a Composer since 2004. I have working experience in stereo compositing, multilayer compositing, color correction, film editing, 3d animation, and rendering. I have comprehensive knowledge of TV standards and file formats. An organized and resourceful self-learner, who works extremely well in a team environment and consistently completes projects in a timely manner.

Education

- 09/1994 - 06/1999 State University of Telecommunication , St.–Petersburg, Russia
 - Major: Engineer in TV, Radio, and Broadcasting
 - 2010 - 2011 FXPHD on-line trainings center
 - Nuke in Production I, Advanced PFTrack II, Advanced Nuke II, Nuke and Stereoscopic
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Awards

31th Telly Awards bronze 2010 “Best use of Animation” - animation for PIMCO

Film Credits

- Transformers 3: Dark of the Moon (stereo compositor: Legend 3D)
 - The Smurfs (stereo compositor: Legend 3D)
 - Ghost Rider: Spirit of Vengeance (stereo compositor: Legend 3D)
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Professional experience

StereoD – (November 2011 – present)

Stereo Compositor, painter (full-time)

Working as Nuke stereo-compositor on film features (Titanic, Avengers)

Software: The Foundry Nuke, Adobe After Effects, Imageneer Systems Mocha, Silhouette

Duties include: Final comp, paint fixes, hair replacement, clean plate, 3d tracking, rig removal, de grain-regrain.

Legend 3D - (January 2011 – November 2011) (www.legend3d.com)

Stereo Compositor (full-time)

Working as Nuke stereo-compositor on film features

Software: The Foundry Nuke, Adobe After Effects, Imageneer Systems Mocha

Duties include: Final comp, paint fixes, clean plate (tracking, rotoscoping, Mocha removal), de grain-regrain, making depth maps, developing new tools for pipeline

Adam Nelson Photography - (July 2010 – January 2011)
(www.adamnelsonphotography.com)

Video Editor (Contractor)

Working as Video Editor and Camera Man on event video series developing for Myspace.com
Software: Final Cut Pro, After Effects
Duties include: shooting live concerts, interviews, video editing, motion graphics, sound mastering

Digital Arts plus – (November 2009 – January 2010) (www.digitalartsplus.com)

Motion Graphics Artist (part-time)

Working as Video Editor and Camera Man on live event projects and films
Software: Adobe Premiere, After Effects, 3ds Max
Duties include video editing, 3d animation, motion graphics, color correction , film transfer, and film restoration

Corporate Video and Film - (November 2009) (www.cvfstudios.com)

Animator (Contractor)

Working as Animator on animation film for a global investment management firm PIMCO
Software: Adobe After Effects, 3Ds Max
Duties include making animatic and final sequence, compilation of 2d multilayer animation and 3d elements.

Transas Co., Russia - (May 2007 – August 2009) (www.transas.com)

Sr. Video Composer

Working as supervisor of creative team during live action and on-set shooting.
Duties include coordination of multiple departments to ensure timely completion of projects, green screen keying, 3d tracking, multilayer compositing, 3d modeling and animation.
Software: Adobe After Effects, Premiere, 3Ds Max, PFTrack, Boujou

Skills:

- The Foundry Nuke
- Adobe After Effects
- Imageneer Systems Mocha
- Silhouette
- PFtrack 2011
- 2d3 bojou
- Syntheyes
- Autodesk 3Ds Max (Chaos Group Vray, AfterBurn, MentalRay)
- OS: Windows, MAC, Linux