

Stanislav Shapetskiy

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Summary

I have worked as a Composer since 2004. I have more than 10 years of experience in CG compositing, color correction, film editing, 3d animation, and motion graphics.

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
 - Master degree: 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
 - 2015 FX Technical Director Transformation – Allan McKay mentor ship program
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Awards

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

Film Credits

- Truth (Composer: StereoD)
- Last Man Club (CG generalist: freelance)
- Ant-Man (Lead stereo-compositor: StereoD)
- Terminator-Genesys (Lead stereo-compositor: StereoD)
- Jurassic World (Lead stereo-compositor: StereoD)
- San Andreas (Lead stereo-compositor: StereoD)
- Kicks (compositor)
- Last Man Club (cg generalist)
- Ella & the Blind Witch (Short) visual effects
- Mad Max: Fury Road (Lead stereo-compositor: StereoD)
- The SpongeBob Movie: Sponge Out of Water (Lead stereo-compositor: StereoD)
- Exodus: Gods and Kings (Lead stereo-compositor: StereoD)
- Teenage Mutant Ninja Turtles (Lead stereo-compositor: StereoD)
- X-men: Days of Future Past (Lead stereo-compositor: StereoD)
- Godzilla (Lead stereo-compositor: StereoD)
- Captain America: The Winter Soldier (stereo-compositor: StereoD)
- Need for Speed (stereo-compositor: StereoD)
- Thor 2 (stereo-compositor: StereoD)
- Percy Jackson: Sea of Monsters (stereo-compositor: StereoD)
- The Wolverine (stereo-compositor: StereoD)
- Pacific Rim (stereo-compositor: StereoD)

- Iron Man 3 (stereo compositor: StereoD)
 - G.I. Joe: Retaliation (stereo compositor: StereoD)
 - Ghost of Abyss (stereo compositor: StereoD)
 - Jurassic Park 3D (stereo compositor: StereoD)
 - Abraham Lincoln: Vampire Hunter (stereo compositor: StereoD)
 - The Avengers (stereo compositor: StereoD)
 - Titanic (stereo compositor: StereoD)
 - Ghost Rider: Spirit of Vengeance (stereo compositor: Legend 3D)
 - Transformers 3: Dark of the Moon (stereo compositor: Legend 3D)
 - The Smurfs (stereo compositor: Legend 3D)
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Professional experience

FuseFX – (August 2016 – present)

Compositor (full-time)

Working as digital compositor on episodic TV series

Software: The Foundry Nuke9, Mocha, Syntheyes

Duties include: CG compositing, rig removal, beauty fixes, clean plates, set extensions, key/roto.

FuseFX – (June 2016)

Compositor (freelance)

Working as compositor on episodic TV series

Software: The Foundry Nuke

Duties include: bg replacements and comp

Legend – (May 2016)

Compositor (freelance)

Working as compositor on film feature

Software: The Foundry Nuke

Duties include: bg replacements and comp

Encore Hollywood – (September 2015 – August 2016)

Compositor (full-time)

Working as digital compositor on episodic TV series

Software: The Foundry Nuke9, Mocha

Duties include: CG compositing, rig removal, beauty fixes, clean plates, set extensions, key/roto.

Mechnology – (March 2015)

Compositor (freelance)

Working as compositor on film feature

Software: The Foundry Nuke

Duties include: green screen keying and comp

CG generalist – (May - June 2015)

CG generalist (freelance)

Working as cg generalist on film features

Software: 3ds max, The Foundry Nuke

Duties include: tracking, animation, lighting, comp

StereoD – (November 2011 – September 2015)

Lead (full-time)

Duties include: Shots assignments, quality control, supervising team of 14 stereo-compositors

Stereo Compositor, painter (full-time)

Working as Nuke stereo-compositor on film features

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

Duties include: Final comp, paint fixes, color matching, original plate fixes, hair replacement, clean plate, 3d tracking, projection on geometry, rig removal

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.

Skills:

- The Foundry Nuke
- Adobe Creative Suite
- Imageneer Systems Mocha
- SideFX Houdini, Autodesk 3Ds Max (Chaos Group Vray, FumeFX)
- OS: Windows, MAC, Linux