

Stanislav Shapetskiy

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Summary

I have worked as a Digital Compositor/CG Artist since 2004. I have more than 10 years of experience in CG Compositing, 3d animation, motion graphics, visual effects.

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

- 2017 Workshop by Saber Jlassi: Advanced Asset Creation in Houdini for VFX and Games
- 2015 FX Technical Director Transformation – Allan McKay mentor ship program
- 2010 - 2011 FXPHD on-line trainings center
- Nuke in Production I, Advanced PFTrack II, Advanced Nuke II, Nuke and Stereoscopic
- 09/1994 - 06/1999 State University of Telecommunication , St.–Petersburg, Russia
- Master degree: Engineer in TV, Radio, and Broadcasting

Awards

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

Film Credits

- Five Feet Apart (Compositor: The Molecule)
- Superfly (Lead compositor: Soutbayfx)
- Miss Bala (Lead compositor: Soutbayfx)
- Truth (Compositor: 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)

Professional experience

Molecule – (October 2018 – present)

Senior Compositor – episodic TV, feature films

Proof – (September 2018)

Senior Compositor – feature film

Molecule – (July 2018 – August 2018)

Senior Compositor – episodic TV

Southbayfx – (September 2017 – July 2018)

Lead compositor(full-time)

Working as digital compositor on feature films

Software: The Foundry Nuke10, Mocha, Syntheyes

Duties include: Shots assignments, quality control, as well as work on shots. Rig removal, beauty fixes, clean plates, set extensions, key/roto.

FuseFX – (August 2016 – August 2017)

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.

Encore Hollywood – (September 2015 – August 2015)

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.

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

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)

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), degrain-regrain, making depth maps, developing new tools for pipeline

Skills:

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

