

Aaron Strasbourg

Composer/Lighting Artist

(604) 365 - 9497

Vancouver, British Columbia, Canada

AaronStrasbourgVFX@gmail.com

AaronStrasbourgVFX.com

ca.linkedin.com/in/aaronstrasbourg

vimeo.com/aaronstrasbourg

Summary

Passionate about film. Quickly adapts to production specific needs to meet deadlines. Can easily manage teams and train artists with various skill sets and learning methods. Works extremely well with others and enjoys learning new techniques. Works from an "outside the box" perspective. Always courteous and has a positive personality.

Software

- Nuke – Advanced Compositing. Custom production proven tools.
- Maya – Lighting and Rendering TD. Render-time optimizations.
- Engines – Arnold, Vray, RenderMan – Custom AOVs and LPEs

Technical Skills

- Languages: Python, TCL, OSL, MEL
- Custom Shaders written in OSL for render optimizations or production look.
- Shotgun API and Event Daemon experience, integration with Deadline for automatic script jobs (Render shot layers, auto cache approved animation, batch trigger new playblasts, etc).
- Have built entire pipelines for Assets, Lighting/Rendering, Compositing and Animation.

Experience



CG Supervisor | Pipeline TD

Arcana Studios June 2019 – Present

- Current duties vary greatly from creating pipeline tools, overseeing assets and integration with custom multi-step version control, tech animation, designing workflows for new projects, production scheduling, and render farm management.



Lighting/Compositing Supervisor | TD

Arcana Studios July 2018 – June 2019

- Tasks included lighting new productions, compositing shots to establish look, creating and maintaining the compositing pipeline, training and giving feedback to artists as well as reviewing and approving dailies.



Compositing TD

Arcana Studios June 2018 – July 2018

- Created tools and helped establish a proper lighting to comp workflow.



Composer

Artifex Studios July 2017 – December 2017

- Tasks included compositing shots for multiple Feature length films as well as a majority of Television series.



Lighting/Compositing Artist

Bardel Entertainment December 2016 – July 2017

- Tasks included lighting and compositing shots for the Nickelodeon show "TMNT", creating Nuke tools for production use and assisting artists.



Senior Lighting Artist/Composer (Team Lead)

Rainmaker Entertainment March 2015 – April 2016

- Lit and composited complex shots and led a team of lighters to achieve the desired look of the show. Built gizmos and simple scripts with TCL and Python.



Lighting Artist/Compositor
Rainmaker Entertainment September 2014 – March 2015

- Lit and composited simple to complex shots using Maya and Nuke.



Stereoscopic Compositor
Gener8 Digital Media Corp July 2014 – September 2014

- Created stereo out of 2D shots with proprietary tools inside of Nuke.



Compositor/Paint Artist
Prime Focus World
January 2014 – June 2014

- Created and composited seamless background plates for cleanup.

Education



Vancouver Institute of Media Arts
Diploma in *Visual Effects for Film and Television* - 2013