

JESSE PARKHILL

CURRICULUM VITAE

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Date of Birth	18/06/1981
Nationality	New Zealand

Employment History

I have worked in the VFX industry since 2004. I began as a commercial Flame Artist and then switched to feature film and television Compositing in 2007. Throughout that time I have worked in a number of roles, from Compositing, through to 2D Supervision. I have great communication skills and leadership abilities and can turn around shots quickly, to a very high creative and technical standard. I take responsibility for my own work, and can work independently or in a team. I have a good knowledge of the whole VFX workflow, including stereoscopic workflows, conversion, and deep compositing. I enjoy working across departments, to come up with solutions to the challenges that VFX constantly presents.

I am happy to take on at any level of compositing, from roto and prep through to senior level work. I can work on site or remotely from my own studio.

Aug 2014 - Dec 2014	Senior Compositor	Iloura, Sydney
Nov 2013 - Mar 2014	Senior Compositor	Double Negative, Singapore
Aug 2012 - Aug 2013	Senior Compositor	Digipost, New Zealand
Jan 2011 - July 2012	2D Lead	Digital Domain/Reliance Mediaworks, London
Mar 2010 - Jan 2011	2D Supervisor	Molinare, London
Dec 2008 - Mar 2010	Compositor/Lead Comp	Framestore, London
Nov - Dec 2008	Compositor	Peerless Camera Company, London
Sep - Oct 2008	Compositor	Rushes, London
Jul - Sept 2008	Compositor	CIS, London
2005 - 2008	Flame Artist	Digipost, New Zealand
2004 - 2005	Flame Assistant	Digipost, New Zealand
2004 - 2004	Runner	Digipost, New Zealand

Below is a list of shows that I have worked on and a brief description of my role:

Mad Max: Fury Road (Warner Bros.)

Senior Compositor - Nuke

Compositing CG and matte painting set extensions with 2D and FX elements. Delivering Nuke scripts for stereoscopic conversion.

Godzilla (Warner Bros.)

Senior Compositor - Nuke

Compositing around 10 shots of CG, matte painting and FX elements. Deep compositing. Delivering Nuke scripts for stereoscopic conversion.

Beyond the Edge (General Film Corporation)

Senior Compositor - Nuke

Stereoscopic compositing of matte paintings and environment extensions. Some conversion work.

Spartacus: War of the Damned (Starz)

Senior Compositor - Nuke

Compositing around 150 shots in a fast paced vfx turn around environment. Keying, tracking and compositing with matte painting or CG backgrounds. Looking after Nuke matte painting, projection environments for each episode or sequence.

GI JOE: Retaliation (Paramount Pictures)

Lead Compositor - Nuke

Establishing compositing workflows and leading a team of 12 compositors to complete 40 shots of live action / CG integration and full CG shots.

Conan the Barbarian (Millennium Films)

Lead Compositor - Nuke

Leading a small team of Compositors to complete around 30 shots of CG and live action.

Flying Monsters (IMAX Documentary)

2D Supervisor - Nuke

Stereoscopic

Establishing compositing workflows and overseeing a team of compositors and CG artists to complete around 50 shots in 4K stereo

The Deep (BBC Television miniseries - 5 episodes)

2D Supervisor - Nuke

Establishing compositing workflows and overseeing the completion of around 250 CG/live action shots.

Clash of the Titans (Warner Bros)

Lead Compositor - Nuke

Overseeing a small team of compositors to complete around 30 shots over two sequences.

Avatar (20th Century Fox)

Compositor - Nuke

Compositing live action footage with CG in stereo.

Salt (Columbia Pictures)

Lead Compositor - Shake

I worked briefly on this project for around two weeks overseeing a team of six composers.

Where the Wild Things Are (Warner Bros)

Compositor - Shake / Nuke

Compositing live action footage with matte paintings and other 2D elements.

The Imaginarium of Dr Parnassus (Infinity Features)

Compositor - Shake

Compositing live action footage with matte paintings and CG.

Lesbian Vampire Killers (Alliance Films)

Compositor - Shake

Compositing live action footage with matte paintings and CG.

Creating digital matte paintings in photoshop.

Slumdog Millionaire (Celador Films)

Compositor - Shake

Compositing 2D elements into matte paintings, complex rig removals and a large number of television inserts.

30 Days of Night (Columbia Pictures)

Lead Compositor – Flame

On set visual effects supervision working very closely with the director, DOP and other departments.

Compositing 2D elements and live action.

Perfect Creature (Roc Media)

Compositor - Flame

Compositing 2D, 3D elements and matte paintings. Rig removals and other roto work.

Software

Below is a list of software that I have used throughout my career.

Nuke Studio

Nukex

Shake

Flame

Vue

Photoshop

Avid

Qualifications

- 2003 New Zealand Broadcasting School
Graduate Diploma: Digital Video Post-Production
- 2002 University of Otago
Bachelor of Arts: Film and Media Studies
- 1999 'A' Bursary - 7th Form
Christchurch Boys High School

Referees

Simon Carr: VFX Supervisor – Method Studios London
mfmscarr@gmail.com

Lindsay Adams: Compositing Supervisor – Iloura Sydney
lindsay.adams@iloura.com.au