

# Matt Skonicki

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## Experience

**Nuke Mid-Level Compositor – Tower 33 VFX**, Los Angeles CA (working remotely from home) **Dec 2020 – Present**

- Compositor on Netflix, HBOMax, AppleTV, NBC, Peacock Shows: DMZ (HBOMax), New Amsterdam Season 4 (NBC), Cobra Kai Season 4 and 5 (Netflix), Never Have I Ever Season 3 and 4 (Netflix), Sex Life for College Girls (HBOMax), Boo Bitch (Netflix), The G Word (Netflix), On my Block Season 4 (Netflix), Diana (AppleTV), Come From Away (AppleTV).
- Nuke Mid-Level Compositor: CG, Green Screen, Roto Paint Cleanup, Rig Removals, Cosmetic.

**Nuke Compositor – Calabash**, Chicago IL **Dec 2020 – Jan 2021**

- Nuke Compositor on “Space Jam 2” (Warner Brothers Dubai Hotel LED Animation).
- Created reflection/shadow work for 360-degree Looney Tunes Animation Scene.

**Compositor – Possible Pictures**, Los Angeles CA **Nov 2019 - Dec 2019**

- Nuke Compositor on desert shots for short film. Keying, rotoscoping, cleanup work.
- Look Development assist on desert shots.

**VFX Instructor – Flashpoint College**, 28 N. Clark Street, Chicago IL **Sept 2009 - Sept 2019**

- Teach the following classes: Focus Studies Compositing 1 & 2, Rigging, VFX and Motion 1 & 2, Flashpoint Studios, Procedural Texturing 1 & 2, Modeling, Advanced Topics of Compositing, Intro to Motion Graphics.
- Planning and hosted as director of “The Foundry User Group Meetup” for the Chicagoland area.
- VFX Supervision/Manager (to students) for “Cinema FX Workshop” that has worked on high-profile feature films: “Thrill Ride” and “Chicago Rot”.

**VFX Instructor – Columbia College**, 1104 S. Wabash, Chicago IL **Feb 2006 - Dec 2018**

- Taught the following courses: Intro to Game Design, Materials and Texturing 1, Visual Effects: Computer Animation, Cinema VFX Workshop, Character Design 1, Intro to Maya, Environment Design 1, Advanced Character and Environment Design.

**Nuke Compositor – Filmworkers Club (Now Carbon VFX)**, 232 E. Ohio St. Chicago IL **Aug 2016 - Sept 2016**

- Pulling keys and building comps for Capital One Spots: “Chasm” and “Tiles”.
- Research and Development for Capital One Spot: “Snowglobe”.

**Character Technical Artist – Midway Games (Now Netherrealm)**, 806 W Washington Blvd, Chicago IL **May 2005 - July 2007**

- Created character models, rigs, cinematics, composites, and environments for the following video games: Blitz: The League, Ballers Phenom, Ballers 3, John Woo’s Stranglehold, Wheelman, TNA Wrestling, Mortal Kombat: Armageddon, Mortal Kombat VS DC.

## Education

**Purdue University, 610 Purdue Mall, West Lafayette IN**

Masters of Science (Currently finishing now) in Computer Graphics Technology

**Columbia College, 1104 S. Wabash, Chicago IL**

Bachelor of Arts in Art Direction Film Studies

**Moraine Valley Community College, 9000 W. College Pkwy, Palos Hills IL**

Associates of Arts in General Studies

## Skills

Highly proficient knowledge of the following programs: Nuke Studio, Nuke X, Reality Capture, Maya, Houdini, Substance Painter, Substance Designer, Marmoset Toolbag, Zbrush, Cinema 4D, Mocha Pro, Davinci Resolve, SynthEyes, Arnold, Redshift, Renderman, and V-ray.