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# ***Joshua E. McGuire***

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## **Objective**

The opportunity to work for a company where I can utilize my skills, Knowledge and experience to help the company be successful, while at the same time continuing to learn and grow.

## **Tools Used**

**Nuke**, Fusion, Lightwave 3D, Modo, some Maya experience, Photoshop, VDX, Particle Illusion, Boujou, After Effects, Combustion, Point Oven, Beaver Project, Frame Cyclor, Magpie Pro, Premiere.

## **Experience**

### **2014-2018 Encore Hollywood**

6344 Fountain Avenue Los Angeles, CA 90028

#### **Compositor**

- Did compositing work on 58 different TV shows and pilots. (See [www.imdb.com/name/nm0570227/](http://www.imdb.com/name/nm0570227/) for list of shows.)

### **2014- Shade VFX**

2415 Michigan Ave. Building H, Suite D Bergamot Station Santa Monica CA, 90404

#### **Compositor**

- Did compositing work on the feature film **The Interview**.

### **2011-2014 Mirada**

4235 Redwood Ave. Los Angeles, Ca 90066 (424) 216-7470

#### **Compositor**

- Did compositing work on a **5 Gum** commercial directed by John Favreau.
- Was the compositing lead for a **Centrum** commercial. (A 30 and a 15.)
- Did compositing work on 2 **Microsoft** commercials, 4 **Scotttrade** commercials, 2 **T-Mobile** commercials, a **Kellogg's Crunchy Nut** commercial, a **Colgate** commercial and several **Tide** commercials.
- Did paint and roto work for a **Wonderful Pistachios** superbowl commercial.

**2011- Eden FX**

12421 Olympic Blvd. Santa Monica, Ca 90064 (310) 481-7002

**Digital Artist**

- Did modeling, surfacing, set-up, lighting and compositing work on 2 episodes of the TV series **NCIS**.
- Did compositing work on 1 episode of the TV series **The Playboy Club**.

**2011- Technicolor**

2255 N. Ontario St. Burbank, CA 91504 (818) 260-3837

**Stereoscopic Compositor**

- Did 2D to 3D stereo conversion for the feature film **Kung Fu Panda** for Dreamworks .

**2010-2011 Stereo D, LLC**

3355 W. Empire Ave. Burbank, CA 91505 (818) 861-3100

**Depth Artist/Stereoscopic Compositor**

- Did 2D to 3D stereo conversion for the feature films **Gulliver's Travels** and **Thor**.

**2009- Zoic Studios**

3582 Eastham Drive Culver City, CA 90232 (310) 838-0770

**Digital Artist**

- Created models, textures, animation and lighting for the pilot episode of the sci-fi series "**V**".

**2007-2009 Rhythm & hues / The box**

5404 Jandy Place Los Angeles, CA 90066 (310) 448-7500

**Digital Artist**

- Created models, textures, animation, effects, lighting, roto and compositing for several commercials. Clients include **GMC, Activision, Vivendi Games, Tecmo, Quaker State** and **Propaganda Games**.
- Did PreVis for the feature film **The Mummy: Tomb of the Dragon Emperor**.

**2004-2007 Cafe FX / The Syndicate**

1207 4<sup>th</sup> Street Suite 200 Santa Monica, CA 90401 (310) 260-2320

**Digital Artist**

- Was nominated for a **VES award** for my work on **ESPN Monday Night Football Remote Open**.
- Created models, textures, animation, effects, lighting, roto and compositing for several commercials. Clients include **Ford, Chevy, Energizer, Capri Sun, Head & Shoulders, Colgate, Direct TV, British Telecom, ESPN** and **Nascar**.
- Created models, textures, animation, effects, lighting, roto and compositing for feature films **Sin City**,

**The Adventures of Sharkboy And Lavagirl In 3D and Memoirs Of A Geisha.**

- Worked on a music video for **Maroon 5**.

**2003- Threshold Digital Research Labs**

1649 11<sup>th</sup> Street Santa Monica, CA 90404 (310) 452-8899

**Digital Artist**

- Created models, textures, animation, effects, lighting and compositing for **Star Trek Voyager: Borg Encounter** (aka Star Trek: The Experience – Borg Invasion 4D) A 3D ride film for Paramount.
- Did roto and compositing for the feature film **Spiderman 2** for Sony.
- Did roto, compositing and PreVis for the feature film **Win A Date With tad Hamilton** for DreamWorks.
- Created models, textures, animation, effects and compositing for various commercials, TV show pilots and other projects.

**2001- Eden FX**

6337 Santa Monica Blvd. Hollywood, CA 90038 (323) 957-6900

**Digital Artist**

- Created models, textures, animation, lighting and effects for 6 episodes of the Star Trek series, **Enterprise**, for Paramount including the episode Breaking The Ice, **which received an Emmy nomination for best visual effects**, and the pilot episode Broken Bow, **which won an Emmy for best visual effects**.

**1999-2001 Foundation Imaging**

24933 West Avenue Stanford Valencia, CA 91355 (661) 257-0292

**Digital Artist**

- Created models, textures, animation, lip sync and effects for 10 episodes of **Roughnecks; The Starship troopers Chronicles**, a daily CGI animated TV series ( **which was nominated for 2 Emmys**), 2 seasons of **Max Steel**, a weekly CGI animated TV series, and **Dan Dare; Pilot Of The Future**, a weekly CGI animated TV series.

**1997-1998 Vision Scape Imaging, Inc. / The Lab 3D Animation Training Center**

**(A Newtek authorized training center)**

San Diego, CA

**3D Artist / instructor**

- Worked on many high profile projects for various clients including Sony Interactive Studios of America (989 Studios), Playmates Toys, Microsoft, Samsung, and the video games **Game Day 99, Jet Moto 3** and **Twisted Metal 3**.
- Was a Lightwave instructor for beginning through advanced levels. Also taught lip sync and facial expression techniques with Magpie and Morph Gizmo, editing with Adobe Premiere and sound manipulation and recording with Sound Forge.
- Worked as the events coordinator. Organized and represented the company at various trade shows

including NATE and NAB.

**1996-1997 Bluesky Software**

San Diego, CA

**Sound Designer**

- Did the sound design and Foley for **Goosebumps: Attack of The Mutant**, a computer game for DreamWorks. The game won best children's game in both Parents Magazine and Good housekeeping.

**Education**

- In 1991, I graduated from West Hills High School in Santee, Ca
- Attended Grossmont Community College in El Cajon, Ca
- Attended ROP classes in computer aided drafting. Became certified in AutoCAD and VersaCAD.

**References**

Provided upon request.