

Yves Tremblay

OBJECTIVE

A career position as a Composer in Visual Effects and Motion Graphics in a progressive and creative environment. Primary focus is to design and develop digital composites for use in film and television.

PROFILE

- Experienced professional with expertise in compositing such as colour correction, matte extraction, rotoscoping, matte painting, understanding digital colour environments, digital painting and retouching, 2D/3D integration, film/video grain management, motion tracking and image stabilization.
- Creative individual with experience in editing and field production
- A quick learner, able to absorb new material with ease
- Knowledge in creating various types of FX animation using 2D or 3D particle systems.
- Goal directed and results oriented with a strong commitment to developing a career as a visual effects artist
- Effectively able to work independently and as a team player with strong interpersonal and communication skills and proven leadership abilities
- Adept at managing multiple priorities and working under pressure to meet time-sensitive deadlines
- Detailed oriented and well organized with a creative approach to problem-solving

LANGUAGES

Fluent in French and English

COMPUTER SKILLS

- Graphic Software:**
- Digital Fusion, Autodesk Combustion, Autodesk Flame, Nucoda Film Master, AVID Xpress, Adobe Photoshop, Adobe Illustrator, AdobePremiere, Adobe After Effects, Final Cut Pro, Macromedia Dreamweaver, Flood, 3ds Studio Max, Afterburn Alias Wavefront Maya, Particle Illusion
- Languages:**
- HTML
- Applications:**
- Microsoft Word, Outlook, Excel
- Operating Systems:**
- Microsoft Windows (for PC), Mac operating systems

EXPERIENCE

- 2005 – Present FRANTIC FILM Winnipeg, MB**
- VFX Composer and Non-Linear Editor**
- Designed, developed and executed large and small scaled digital composites for both film and television
 - Created 2D FX solutions that could be used to enhance or replace 3D FX; particularly useful for quick turnaround times and more cost-effective.
 - Given leadership responsibilities
 - Quality Controller for EA sports jerseys project; reduced the amount of revisions by at least 90%, boosting efficiency and increasing client satisfaction
 - Gave training to co-workers on the use of Nucoda
 - Lead shows and sequences e.g. lead the movie "*Full of It*" to final; vital in developing the look and taking to final the underwater sequence from "*Superman Returns*" (note: was nominated by Frantic to enter for a VES award)
 - Took initiative to develop a quality check pipeline for final comps during "*Superman Returns*" that is now used in every project
 - Promoted the use of Nucoda to review the material in final comps especially when used to check the technical aspects like mattes and grain management
 - This ensured a noticeable improvement in the quality in the shots and was adopted by the company as an essential tool to review all shots.
 - Responsible for the care and maintenance of the Nucoda Edit suite
 - Built and maintained production edits for Visual Effects Projects as well as generating local proxies for client reviews
 - Acted as liaison between Nucoda and Frantic for support and license issues
 - Synchronized the Winnipeg and Los Angeles Nucoda suites

- Created motion graphics for commercials
- Textured 3D models for various VFX projects
- Noted visual vocabulary that was particularly useful in shot look development e.g. was an integral part of the team who created the opening sequence in “*Superman Returns*” that impressed clients to a high degree.

Films: *Superman Returns, Idlewild, Lucid, The Chumscrubber, The Big Empty, Full of It, Asylum, In the Name of the King –A Dungeon Siege Tale, Across the Universe, Journey 3D*

TV: *various commercials, National Geographic’s “MegaCities”, The Devil’s Brigade, Dresden Files ep. 1 & 2*

Games: *EA Sports* – texture artist

FREELANCE

- **BMX Bike Video (2004) – for HOGTOWN Extreme Sports store**
 - Produced, shot and edited a BMX bike video about various riders from Toronto; created all motion graphics & executed and minor effects.
 - Authored and packaged DVDs
- **Web design and development (ongoing)**
 - Conducted client meetings to discuss project specifications and created web pages as well as set up websites for various artists

1998 – 2004 COCA COLA BOTTLING Toronto, ON

Distribution - delivery of Coca Cola products to various businesses and schools

- Developed and implemented processes for managing orders and invoicing that improved efficiency and saved time
- Met strict delivery deadlines – guaranteed products reached destination on time that ensured exceptional customer relations
- Responsible for collecting and securing large sums of monies from various businesses and schools
- Ensured safe driving practices with large delivery vehicles from freightliner trucks to the more standard delivery truck

1996-1998 BERTRAND & FILS Quebec City, QU

Distribution – delivery of food products to various businesses

- Effectively monitored work orders to increase efficiency and reduce turnaround time to ensure the quality of the food products
- Took pride in on time deliveries and was actively dependable

EDUCATION & PROFESSIONAL TRAINING

- **ONTARIO COLLEGE GRADUATE CERTIFICATE – VFT Visual Effects for Film & Television** *Seneca College, Toronto, ON (winter session 2004)*
 - An intensive visual effects and motion graphics program focusing on Discreet Flame, Discreet Combustion and Maya
- **CONTINUING EDUCATION – FILM STUDIES** *Ryerson University, Toronto, ON (2003)*
 - **Motion Picture Special Effects** – focusing on professional special effects techniques including environmental effects, mechanical effects and pyrotechnics
 - **Film and Sound Editing** – focusing on Final Cut Pro
 - **Computer Animation** – focusing on Houdini
- **CONTINUING EDUCATION** *Seneca College, Toronto, ON (2002)*
 - C+ Programming
 - English Studies

ACHIEVEMENTS & INTERESTS

Personal Project - BMX Documentary (started 2006; ongoing)

- Currently producing, filming, and editing a documentary on a “History of BMX”; a collaborative effort with various other artists and bmx’rs across Canada

2003-2004 Entrepreneurship - Indoor Skate Park

- Founder and manager of an indoor park in the wintertime that welcomed both BMX riders and skateboarders.
- Raised funds, promoted, and helped build and operate the park

Interests:

- Computers, Cinema, Animation, Travel
- Sports: Surfing, Snowboarding, Motorcross, BMX bike riding