

Drew Gillie

Visual Effects Composer

Contact Education

XXXXXXXXXXXXXXXXXXXXXXX

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Rochester, NY

Hobbies

A / V Production
Frisbee Golf
Comics
Movies

Expected graduation date: 2017

Experience

Rochester, NY
2017

Rochester, NY
2013 - 2015

Rochester, NY
2011 - 2012

Skills



Nuke



After Effects



Maya



Photoshop



Premiere



Pro Tools



Illustrator



Indesign



Encore



ReMake



Python



Matlab



Excel



Audition



ZBrush



Projects

Fall 2015 - Spring 2016

Spring 2015

Activities

Fall 2007 - Current

Spring 2015 - 2016

Relevant Courses

Camera Familiarity

B.S. Motion Picture Science at Rochester Institute of Technology
Liberal arts Immersion in Public relations and Marketing

Wegmans Event Services

Worked on the A/V team to run corporate events. Set up. Video editing. Live sound mixing. Lighting. Video switching. Camera operating. Learned how to run events in a professional setting.

Interactive Video Vignettes RIT Physics department

Camera operator, and sound technician on set for instructional physics videos. Postproduction required synching and editing multi video streams, minor visual effects, and sound mixing. Some storyboarding and planning performed.

Post Central

Shadowed and learned from the visual effects and CG artists.

Composer

Athens (live action), Posthaste (stop motion), Innova Disc Golf (commercial), Give me some Space (documentary) Robotics (promotional) Intervarsity (promotional)

Thesis

Compared different methods for creating visual effects. Chrome ball used on set to capture lighting information. 3D environment created and composited into real footage. Photo spheres created. 3D models created in Maya, and from photos into a 3D mesh. ACES workflow used to preserve color information for a better composite. Found limitations in each process.

MPS Shootout

Technical analysis between the Arri D-21 and the Arriflex BL-III using Vision 3 500T Film to explore critical image quality. Compared the tracking ability of each camera system. Visual effects supervisor. Ensured the green screen scenes were properly recorded and lit. Used Nuke and an ACES workflow.

F.I.R.S.T. Robotics Student and mentor since 2007

Three year captain. Media and Marketing mentor. Film and photograph the regional event for fundraising purposes.

Finger Lakes Regional winner 2013, 2017.

World Finalists 2017. Team 1405 Finney Falcons.

SMPTE Virtual Reality Camera Design

Created a workflow for recording sound for the VR camera rig. Sound recorder and editor and camera stitching.

- Digital effects and Compositing
- Object and Character creation
- Advanced Modeling
- Rigging the 3D Character
- Lighting and Rendering
- 30 Second Commercial
- Advanced sound
- Sound mixing and design
- Programming for 3D artists

- Image Capture and Production Technology
- Digital Post Production Technology
- Film Projection and Digital Cinema
- Vision and Psychophysics
- Color Science
- Radiometry
- Optics
- Linear and Fourier math
- Computer Vision I

- Sony FS100
- Sony FS700
- Arri D21

- Nikon DSLRs
- Canon DSLRs