Kevin Castaneto
Visual Effects Artist

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Portfolio: https://kevincastaneto.com/

EDUCATION

Los Angeles Film School   Hollywood, CA
Bachelor of Science in Computer Animation   December 2023
Major in Visual Effects   Honor: *Summa Cum Laude*

EXPERIENCE

Academy of Motion Picture Arts and Sciences
Academy Gold Rising – *VFX Production Intern*   *June 2024 – Aug 2024*

The Academy Gold Rising Program is an eight-week global talent development and inclusion initiative that provides creative individuals with the access and resources needed to advance their careers in filmmaking. Out of over 7,876 applicants, only 86 were selected for this internship program.

- Engaged with an eight-week summer experiential & educational program offering exclusive panels, interactive workshops, hands-on technical production workshops, access to member screenings and networking opportunities with Academy members.
- Attended a workshop on VFX Data Wrangling led by Grant Babbit, focusing on the VFX production pipeline used by different studios like Sony Imageworks, Marvel Studio and Blur Studio.
- Mentored by an Oscar Award-winning VFX Supervisor, gained valuable insights into the VFX industry and learned best practices for asset and data management, including organization, tracking, quality control and workflow optimization.

Hollywood Climate Summit
Volunteer   *June 2024*

Hollywood Climate Summit is an annual conference that serves as a pivotal community space for thousands of entertainment and media professionals across sectors to unite in climate action.

- Helped set up and manage event operations by coordinating with the team through phone and email communication.
- Answered attendee questions and supported guests, including providing assistance to Bill Nye, ensuring a positive experience for everyone involved.

PROJECTS

"Flutter" Short Film – *VFX Artist / Production Assistant*   *Jun 2024 – Aug 2024*

- IMdB Credit: Click here
- Served as an On-Set VFX Artist, responsible for collecting and organizing data critical for VFX shots, ensuring accurate tracking and smooth integration in post-production.
- Led lighting efforts, rendering all CG assets in Unreal Engine and ensuring motion blur and lighting matched real-world conditions.
- Integrated CG elements into live-action footage, ensuring realistic lighting, color, and texture using Nuke and After Effects.
- Completed 25 visual effects shots for "Flutter" in 8 days, from previsualization to post-production, meeting all deadlines.

NBC Universal: LED Volume Stage Workshop – *VFX Artist*   *Jul 2024*

- Participated in a workshop at NBC Universal's LED Volume Stage, where I learned to match real-world lighting with Unreal Engine. Gained hands-on experience in virtual production, focusing on camera tracking, scene calibration, and aligning virtual environments with the physical world.

Virtual Production Masterclass: Cyclops AR – *Realtime Previs Artist*   *May 2024*

- Participated in a masterclass with The Third Floor Inc., where I utilized their V-Cam app to create a 3-shot sequence. This involved shooting a clean plate, having an actor interact with physical elements, and integrating a 3D element using Cyclops AR.

Skills: 2D/CG Compositing, Unreal Scene Assembly, Unreal's Blueprint, Cinematic Lighting, Realtime Visualization, 3D Camera and Motion Tracking, Rotoscoping, Paintout, BG Prep, Realtime Motion Graphics, Photo Retouching, Color Grading, UV Mapping, Hard Surface Modeling, AI Prompting.

Software: Nuke/NukeX, Unreal Engine, Maya, After Effects, Photoshop, Premiere Pro, Adobe Firefly, Substance Painter, Sysntheyes, Cyclops AR, Microsoft Suite (Word, Excel, Power Point, Publisher)