MAX ORGERON



[max.orgeron@gmail.com] [Reel and Portfolio] [LinkedIn]

Experience

Compositor - Freelance

"Mirage" Short Film (April-May 15th 2023) - Syracuse, NY

- Perform clean-up work (roto, paint, etc.)
- Key green screen plates and composite talent with photoreal backgrounds

Animator - Freelance

"How to Save a Baby from a Snake Attack" Short Film (June 2023) - Remote

- Cel-animate full body movement of a character dramatically swinging a chair

VFX Artist/Supervisor for Senior Thesis Film

"The Love Grid" Short Film (2021-Present) - Syracuse, NY

- Supervise on-set filming for VFX during a 2-day shoot
- Plan, coordinate, and supervise visual effects in post-production
- Apply VFX skills (roto, keying, tracking, paint, color, CG integration) in Nuke to create fix-it-in-post, invisible, and creative VFX for live action film
- Model photoreal sci-fi technology and particles in Blender, then composite each model in Nuke

Maps & Government Documents Assistant

Bird Library, Syracuse University (September 2018-May 2022)

- Aid patrons in need with academic/personal research
- Process, catalogue, and shelve incoming maps and government documents for a Federal Depository

Skills/Traits

- Nuke, Mocha, After Effects, Blender, Photoshop, Davinci Resolve, Clip Studio Paint
- Patient, observant, and calm in fast-paced creative environments
- Careful attention to detail within the image and the world around me
- Performs well in teams to accomplish deadline based tasks
- Has the animator's eye for shot composition, lighting, and color

Education

Syracuse University S.I. Newhouse School of Public Communications

B.S. Television, Radio, and Film with an English Minor (2022)

Relevant Coursework: Visual Effects for Live Action, Animation for Film & TV, Post-Production Practices, Advanced Visual Effects & Post-Production, Visual Effects Analysis