

ANDREW PUNGPRAKEARTI

Digital Effects Artist
(415) 868-5025 | Rohnert Park, CA
andrew.pungprakearti@gmail.com

PROFESSIONAL EXPERIENCE

Nimble Collective - Compositor/Digital Effects Artist
Mountain View, CA

October 2016 - August 2017

Used compositing techniques to fix rendering issues and to add effects to compliment story telling. As a digital effects artist I worked on "Coin Operated(short)," "Sunny and Gerd in Spring Cleaning(short)," "Disrupted Living(web series)," and "Roadside Assistance(short)." Each show was worked on remotely using Nimble Collective's platform.

Mind and Machine VFX – Digital Paint Artist
Los Angeles, CA

October 2016 - December 2016

Fixed prosthetic seams on actors using digital paint and compositing techniques for the show "Con Man." Worked with a visual effects supervisor to obtain a certain look that the client requested. All work was completed remotely.

PDI/DreamWorks Animation - Stereoscopic Image Finaling Lead
Redwood City, CA

June 2009 - February 2015

July 2008 - February 2009

Used compositing techniques, 3D projection, digital paint, and articulated rotoscope to fix rendering errors and add finishing touches to shots. Worked on still images, created motion graphics, and fixed stereo issues. Used proprietary node based compositing software, Nuke, After Effects, and Photoshop. Created, documented, updated, and maintained several Python scripts that are used in every shot of every show. Created several scripting and Linux tutorials which are documented on the DreamWorks internal website.

As a Stereoscopic Image Finaling Lead, worked on "Madagascar: Escape 2 Africa," "Monsters Vs. Aliens," "How to Train Your Dragon," "Shrek Forever After," "Shrek the Musical," "Megamind," "Kung Fu Panda 2," "Puss in Boots," "Madagascar 3," "Rise of the Guardians," "Turbo," "Mr. Peabody and Sherman," "How to Train Your Dragon 2," "Penguins of Madagascar," "Home," "Kung Fu Panda 3," and "B.O.O."

PDI/DreamWorks Animation - Surfacing Artist
Redwood City, CA

August 2012 - March 2013

Textured assets with Mari and rendered using proprietary renderer on "How To Train Your Dragon 2."

In-Three Inc. - Stereoscopic Compositor
Westlake Village, CA

March 2009 - June 2009

Converted 2D films into 3D films. Created dynamic clean plates using Nuke, After Effects and Photoshop. Extracted fine hair detail using several keying techniques and composited footage after a depth grading process had been applied. As a stereoscopic compositor, worked on "G-Force."

Golden Era Productions - Compositor/Digital Effects Lead
San Jacinto, CA

February 2009 - March 2009

February 2008 - March 2008

Composited CG and live action elements together for special interest informational films. Pulled keys, performed digital paint, and articulated rotoscope using After Effects and Nuke. As a compositor, worked on "The How To Of Dianetics," and as a digital effects lead, worked on "Classification and Gradation," which was a 44,000 frame restoration project.

Rotofactory - Digital Effects Artist/Lead
Santa Rosa, CA

June 2007 - April 2008

As a digital effects artist, performed articulated rotoscope and digital paint for "Rachel Getting Married," "Get Smart," "The Spider-Wick Chronicles," and as a digital effects lead, worked on "Trinity."

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EDUCATION

Academy of Art University - Bachelor of Arts in Visual Effects 2002 - 2007
San Francisco, CA

Curriculum included compositing, matte painting, particles, MEL scripting, editing, match moving, modeling, and animation.

PROGRAM, OPERATING SYSTEM, AND LANGUAGE PROFICIENCIES

Nuke, After Effects, Photoshop, Maya, Mari, Premiere, Final Cut Pro, Shake, Combustion, Fusion, Mocha, Silhouette, Windows XP/Vista/7/8/10, Mac OSX, and UNIX/Linux, Python, C++, and Game Maker Language.

MILITARY EXPERIENCE

United States Marine Corps Reserve 2000 - 2006
Concord, CA

Obtained the rank of Corporal after serving eight months of active duty for Operation Enduring Freedom. Operated heavy machinery as an engineer. Trained recruits to fire rifles accurately as a rifle marksmanship coach. Honorably discharged in 2006 after six years of service.

REFERENCES

Aaron Smith
Mind and Machine VFX - VFX Supervisor (818) 331-1152

Archie Donato
PDI/DreamWorks Animation - CG Supervisor (310) 567-1829

David Doepp
PDI/DreamWorks Animation - Surfacing Supervisor (650) 575-8626

Paolo DeGuzman
PDI/DreamWorks Animation - Surfacing Supervisor (818) 486-6848

Garrett Prince
PDI/DreamWorks Animation - Production Supervisor (707) 292-6876

Monica DeArmond
PDI/DreamWorks Animation - Production Supervisor (646) 206-9926

Robyn Mesher
PDI/DreamWorks Animation - Department Manager (818) 653-0393

HOBBIES

Indie Game Developer – Co-Owner of Lead Money Games
Recently released “Lil Tanks,” a side-scrolling shoot-em up in beautiful pixel art for Desktop computers.
http://store.steampowered.com/app/495820/Lil_Tanks/

Ice Hockey Defenseman – Currently playing at Snoopy's Home Ice in Santa Rosa, CA.