

# ADAM TAMBLYN

2D/3D COMPOSITING ARTIST • ROTO/PAINT



e: [tamblyn.adam@gmail.com](mailto:tamblyn.adam@gmail.com)

p: 1-905-484-7287

w: [atamblyn.wix.com/home](http://atamblyn.wix.com/home)

- **Compositor** at Rocket Science VFX.
- **Compositor** at Technicolor VFX.
- **Compositor** at Soho VFX.
- **Senior Roto/Paint Artist** at Legend 3D.
- Five years experience working on commercial & theatrical VFX productions at the highest industry standards, both solo and as part of a team.
- Strong ability to succeed in a team or stand-alone environment.

## SOFTWARES

Nuke      mocha  
Shotgun    Adobe Creative Suite  
Windows/Linux/Mac

## SKILLS

2D/3D ELEMENT COMPING  
ROTOSCOPING  
RIG/WIRE REMOVAL  
CLEAN PLATES  
PLANAR/POINT TRACKING

## FILMOGRAPHY HIGHLIGHTS

### ROCKET SCIENCE VFX

COMING SOON (2020)  
COMING SOON (2021)

### TECHNICOLOR VFX

Private Eyes (2020)  
Fortunate Son (2020)  
Avenue 5 (2020)  
Spinning Out (2020)  
The Knight Before Christmas  
The Next Step (2019)  
Anne with an E (2019)  
Good Witch (2019)  
Haunted (2019)

### SOHO VFX

Game of Thrones (2019)  
Dark Phoenix  
The Boys (2019)  
John Wick: Chapter 3 Parabellum  
Goosebumps II: Haunted Halloween

### LEGEND 3D

Thor: Ragnarok  
Black Panther  
King Arthur: Legend of the Sword  
Pirates of the Caribbean: Dead Men  
Tell No Tales  
Fantastic Beasts and Where to Find Them  
Ghostbusters  
X-Men: Apocalypse  
Ben-Hur  
Gods of Egypt  
The Hunger Games: Mockingjay – Part 2  
Alice: Through the Looking Glass

## EMPLOYMENT HISTORY

Mar '20– Aug '20  
Contract



### COMPOSITOR

*Rocket Science VFX, Toronto, ON*

- Integrated live action plates with 2D effects and 3D assets to create photorealistic visual effects for high end television.
- Daily updates with VFX coordinators and supervisors to stay on target both in-studio and remote.

Jul '19– Feb '20  
Contract



### COMPOSITOR

*Technicolor VFX, Toronto, ON*

- Episodic and feature VFX, working at a fast pace to deliver the highest standard in compositing to multiple clients using the latest software (Nuke, mocha, Shotgun).
- Worked on all stages of composition; rig and wire removal, clean plates, tracking, 2D and 3D element/pass integration, keying & screen replacement, and beauty makeup passes.

Mar '18– Mar '19  
Contract



### COMPOSITOR

*Soho VFX, Toronto, ON*

- Produced photorealistic digital elements in Nuke and NukeX while achieving technical, creative, and dramatic standards for use in commercial feature films and television productions.
- Worked closely and daily with VFX leads and supervisors to accomplish client directives and meet the highest quality standard set by Soho for all its work.

## EMPLOYMENT HISTORY (cont'd)

**Feb '16 – Mar '18**

Full-time



### SENIOR ROTO/PAINT (STEREO) ARTIST

*Legend 3D, Toronto, ON*

- Managed the shot delivery for a team of stereo compositors under a floor lead artist.
- Helped coordinate schedules, manage shot loads, assisted artists on difficult shots, and worked all hours of any day needed to meet deadline and client expectations.

**Jul '15 – Feb '16**

Full-time



### ROTO/PAINT (STEREO) ARTIST

*Legend 3D, Toronto, ON*

- Responsible for all stages of the PRECOMP and COMP delivery pipeline, and worked closely with leads and supervisors to meet the client's vision on a schedule.
- Created highly detailed and layered clean plates and character mattes to create convincing stereoscopic depth layers from 2D plates.

**Mar '15 - Apr '15**

Contract



### MOTION GRAPHICS ARTIST

*Canadian Civil Liberties Association, Toronto, ON*

- Completed a three minute After Effects promotional video on a one month deadline, while providing weekly updates and managing client input and expectations on the video.
- Worked through a producer to ensure content was appropriate to the brand/messaging and legally accurate.

**May '13 - Jan '15**

Full-time



### 3D GENERALIST / COMPOSITOR

*Bell Mobility, Mississauga, ON*

- Lead creation and delivery of 2D and 3D animation content, including asset display platforms, motion graphic and 2D animations, and texturing/animating assets for use in projects.
- Engaged in the creation of all aspects of a 3D animation including storyboarding, modelling, texturing, lighting, rigging, animating and rendering, while meeting branding/content guidelines.

**Jun '12 - May '13**

Internship



### ASSOCIATE – 3D ANIMATION INTERNSHIP

*Bell Professional Management Program, Mississauga, ON*

- Platinum-level Associate responsible for day-to-day and long term assignment completion while demonstrating an aptitude for compositing, design and high attention to detail on 3D models created.
- Engaged in the creation of all aspects of a 3D animation including storyboarding, modelling, texturing, lighting, rigging, animating and rendering the final output.

### MAXIMUS AWARD WITH DISTINCTION, Sept '12

"For prominent performance, exceeding expectations in producing high quality work in an effective and efficient manner consistent with PMP values."

## EDUCATION

**Sep '11 - May '12**

**Sep '10 - Apr '11**

**Sep '09 - Apr '10**

### SHERIDAN INSTITUTE OF TECHNOLOGY & ADVANCED LEARNING, Oakville, ON

Graduate Certificate: Computer Animation

Advanced Diploma: Visual And Creative Arts

Diploma: Art Fundamentals