

STEPHEN WITHERS

VISUAL EFFECTS ARTIST



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JOB EXPERIENCE

Post-Production Supervisor & Director of Photography, Kendall Pictures - Savannah, Georgia - 2009-2011

Planned and supervised visual effects for the independent television pilot Decktechs produced by Kendall Pictures, implementing an extensive previs workflow to aid in the filming of over 200 visual effects shots on a tight schedule. Also directed photography for numerous commercials and short films produced by Kendall Pictures.

Visual Effects Supervisor, "Extinction" - Savannah, Georgia - 2010

Supervised visual effects and photography of miniature smoke elements as well as numerous day-for-night and greenscreen composites.

Animation Intern, WET - Burbank, California - Summer 2008

Designed and constructed 3D assets and water-feature demonstration sequences in Maya for WET (Water Entertainment Technologies). WET is responsible for large scale water features at the Bellagio Hotel, among others.

Instructor, Institute of Digital Design - Beijing, China - Summer 2007

Wrote curriculum and taught lessons in Maya, photography and video editing to Chinese animation students in Beijing. Also took on the role of graphic designer in the company, creating content for web and print.

Intern, Federal Judicial Television Network - Washington D.C. - Summer 2005

Created broadcast motion graphics and assisted with daily production.

SKILLS

SOFTWARE

- Maya, Houdini, Lightwave 3D (modeling, texturing, lighting, rendering and dynamics)
- Nuke, Shake, After Effects, Boujou, PFTrack (compositing, motion graphics and 3D tracking)
- Premiere, Final Cut, Encore (video editing and DVD authoring)
- Flash, Actionscript 3 (Animation and web development)

HARDWARE

- Adept at computer construction and repair. Familiar with Windows, Linux (including BASH scripting) and Mac OSX platforms.
- Extensive experience with studio production equipment such as cameras and lights.

ACCOMPLISHMENTS

Directed, photographed and produced a top-five finalist bumper in the 2009 Savannah Film Festival Bumper Competition.

As high school senior project, directed, photographed and produced visual effects for the 30 minute action film "The Eclipse of Fear" using blue screen techniques to insert subjects into digital and practical environments on a tight budget.

Directed, filmed and edited a 45 minute film documenting a Habitat for Humanity house build in Almost Heaven, West Virginia.

EDUCATION

Savannah College of Art and Design, Savannah, Georgia

BFA in Visual Effects completed 2009, MFA in Visual Effects completed 2011.

Juniata College, Huntingdon, Pennsylvania

Attended the Extreme Media Film Camp over the summers of 2002-2005. The camp brings in industry professionals to instruct students in a week-long experience of filmmaking.

Branford High School, Branford, Connecticut

Graduated June 2005.