


Michael Pugh

Composer & Lighter

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EDUCATION

Bachelor's Degree
Media Arts & Animation
2008
Art Institute of California
GPA – 3.3

Proficiencies

3DS Max
Maya
Nuke
Flame
After Effects
Mocha
Syntheyes
Silhouette
Photoshop
Illustrator

Skills

Roto
Clean Plate
Green Screen
Compositing
Camera Tracking
Modeling
Texturing
Lighting
Animation

SUMMARY

Visual effects artist with over 10 years experience in commercial and film. Well versed in balancing multiple deadlines while meeting client expectations, working individually or with a team.

PROFESSIONAL EXPERIENCE

Flame Composer, Lola LLC

Los Angeles, CA • 2018 – 2020

- Collaborated with other composers to do beauty work and rig removal for films and streaming shows

Graphic Designer, mOcean

Los Angeles, CA • 2016 – 2018

- Created stereo movie trailers with depth passes provided from another studio to promote a new video game
- Collaborated with graphic designers by providing mattes and composites to create movie trailers and commercials for a variety of major studios and brands
- Supervised a team of artists to create animation for a commercial

3DS Max Lighter, Mind Over Eye

El Segundo, CA • 2015-2016

- Collaborated with designers, composers and generalists to make commercials and presentations for car manufacturers

Nuke Composer, Deluxe

Burbank, CA • 2010-2015

- Worked collaboratively with supervisors on look development for various films
- Mentored junior artists by teaching them skills and techniques to improve their productivity

Lead 3D Generalist, 9K9

Los Angeles, CA • 2009-2010

- Collaborated with producers and directors to help rebrand new products
- Recruited a team of designers and generalists to create commercials, billboard and magazine advertising as well as web banners for a variety of well known brands
- Assigned roles to freelancers and delegated tasks to interns to ensure the completion of music videos and commercials for various clients