

BRIAN TATOSKY

VFX Professional
Specializing in Compositing and 2D Supervision

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www.tatosky.com

PROFILE:

Fast learner with a demonstrated talent for creativity and adaptability to a rapidly changing work environment. Proven record of success in demanding VFX leadership roles. Excellent sense of design and aesthetics. Creative problem solver through quick understanding of macro and micro issues throughout a project. Detail oriented. Other strengths include international project, talent and resource management on complex production jobs, communication and collaborative skills.

EXPERIENCE:

FuseFX

Compositing Supervisor

9/16-Present

- Supervised multi-city teams of compositors as well as taking on demanding shots for shows such as "Preacher" and "Legion"

Senior Compositor

4/14-9/16

- Performed all aspects of photoreal compositing, keying, paint and roto for episodic television and pilots, using Nuke, Mocha and Synthetics in live-action as well as fully 3D environments as part of a high-performance team working on demanding, time critical projects.
- On compositing team for 2015 Emmy winning episode for Outstanding Supporting VFX for "American Horror Story: Freakshow" as well as nominee for Outstanding VFX for "Agents of SHIELD", and 2016 nominee "The Walking Dead."
- Developed compositing looks and Nuke workflow for several "SHIELD" characters signature powers or variants of their powers.
- Regularly interfaced and collaborated with CG and Houdini artists on complex FX shots.
- Composited on a variety of shows, including "The Tick", "Mad Men", "American Crime Story", "Runaways", "The Walking Dead" and "Scorpion."

Rhythm and Hues Studios, Feature Film Division

2D Supervisor

3/07-3/13

- Supervised on-site and off-shore teams as high as 80 people performing paint, roto and 2D compositing.
- Regularly set records for number of shots delivered over shrinking delivery schedules.
- Developed solutions to visual and technical lighting and compositing problems used studio-wide on multiple films.
- Provided creative and technical direction to team, including critiques during daily iterations of shots.
- Interfaced with Producers and VFX Supervisors to achieve creative/technical goals to implement with team.
- Consulted in studio work flow and pipeline creation and improvements, 2D software, and 3rd party tools on ongoing basis.
- Developed operational standards and procedures used by entire department., such as best practices and compositing templates.
- Bid work, scheduled work and teams.
- Regularly evaluated staff, and potential hires.

Compositor

8/04-3/07

- Composited feature film VFX and cg characters in live-action plates, using proprietary software and Shake.
- Researched, developed and implemented 2D effects used scene wide by multiple artists on feature films.
- Consulted on pipeline and software improvements with in-house software staff.

Rhythm and Hues Studios/the box

Digital Effects Supervisor/Senior Digital Artist

8/98-8/04

- Provided all aspects of 3D animation, effects and compositing, for photoreal and stylized projects, using off the shelf software.
- Supervised team of staff and freelance artists, as well as worked independently.
- Directly worked with directors and production creative team, to design and implement wide range of work.
- Assisted in bidding, staffing evaluation, project planning/schedules.
- Provided on-set Visual Effects Supervision assisting Directors and DPs in shooting correct live footage for integration with effects.
- Interfaced with in-house and 3rd party developers to consistently troubleshoot and enhance work flow.

EDUCATION:

University of California, Los Angeles, Extension

Film and Television Certificate Program

University of California, Los Angeles

BA, History

SELECTED SOFTWARE:

Nuke, Mocha, Synthetics, Photoshop, Inkscape, Blender, Maya, R&H Proprietary Software