

**Creative Experience**—I've created zombie threats, superhero smackdowns and two headed freaks for Emmy award winning and nominated shows. I've made impressionist paintings you can fly through and turned photoreal cars into transforming digital cameras. I've helped talking animals save Narnia, and Marvel super-heroes save the day. I've supervised teams creating heart pounding car chases for Tom Cruise and making Kevin Bacon stop time itself. I've spent 14.5 years at a 3-time Oscar winning visual effects company, and the last 2 at an Emmy winning episodic leader, doing work that stands with the best of any company. It's fun to come up with a visual look no one has seen before, or make a synthetic world blend seamlessly with the real one.

I can create amazing visuals for you too.

**Leadership Experience**—I have over 10 years experience leading teams as large as 80 people and as spread out as across 4 countries performing high demand work. I've supervised on-set visual effects shoots for commercials, as well as in office teams of professionals creating film. I can get a room full of people from many disciplines, from the front of the pipeline to the end, to come up with a clear direction and solution to problems. I do it by **listening** first and then figuring out what they **really** need. I can go between micro and macro issues, looking at the big picture, and how everyone's individual issues contribute to the whole. Then marshal the talent and resources to make solutions happen. I like to lead by example, so I'm not afraid to sit on a box and up with answers myself if needed.

I can lead a team to performing their best creative work.

**Organizational Experience**—As one of the first supervisors of international work at Rhythm and Hues Studios, I was part of the team that developed the pipeline and work flow between offices. I helped build a production pipeline and project management system to create thousands of feature film visual effects shots across the world by identifying problems and finding the right people to address them. Then, by making sure everyone involved was educated about the solutions, even if that meant creating the training materials and traveling the globe to educate them. My passport is ready to go. I've also created technical solutions to visual lighting and compositing issues used by hundreds of people over 6 films (that I know of).

I can solve problems in a team so my teammates can create amazing things.

I can manage large multinational teams of agile creatives and technical experts, delivering great looking, on-time, cost effective work, or be in that team helping people do the same.

I can be reached at 310.384.6363; let's get together to discuss specifics of how I could fit into your VFX team.

Thank you for your time!

Sincerely,  
Brian Tatosky  
[www.tatosky.com](http://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**

*Nuke Compositor*

4/14-Present

- Performed all aspects of photoreal compositing, keying, paint and roto for episodic television and pilots, using Nuke, Mocha and Syntheyes 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 other shows, including “Preacher”, “Mad Men”, “American Crime Story”, “Halt and Catch Fire”, “Hell on Wheels” and “Scorpion.”

**Rhythm and Hues Studios, Feature Film Division**

*2D Supervisor*

3/07-3/1/13

- 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 3<sup>rd</sup> 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 3<sup>rd</sup> 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, Syntheyes, Photoshop, Inkscape, Blender, Maya, R&H Proprietary Software