

**OBJECTIVE:**

My objective is to join a creative team of talented individuals, to collaborate and create stunning audio & visual entertainment experiences.

**SUMMARY:**

I am a strong creative & technical artist, that can quickly and efficiently mitigate any vfx obstacle. I am a problem solver and rise to any challenge. I am a fast learner with excellent follow through. I am a team player and a responsible leader. I live to inspire and thrive to collaborate.

**Renderer Proficiency** – Renderman, Arnold | **Software Proficiency** – Maya, Max, Nuke, Katana, Adobe CS6 | **OS Proficiency** – Linux, Mac OSX & Windows

**EXPERIENCE (condensed):**

**Various**.....February 2007 - Present  
VFX Supervisor, CG Supervisor, Lighting & Compositing TD, Design, Marketing & Animation Consultant

**Marvel's The Avengers – Infinity War** | Digital Domain.....December 2017 – April 2018  
Compositor

**Honda Commercial & The Orville** | EightVFX.....September 2017 – December 2017  
Sr Compositor

**Marvel's Thor Ragnorok** | The Secret Lab.....June 2017 – September 2017  
Sr Compositor

**Various Television Shows** | FuseFX.....August 2015 – May 2017  
VFX Supervisor | Compositing Supervisor | Sr Compositor

**Whiskey Tango Foxtrot** | Paramount Pictures.....June 2015 – August 2015  
Sr Compositor

**Terminator Genisys** | Paramount Pictures.....January 2015 – May 2015  
Compositing Supervisor (uncredited) | Sr Compositor

**Special Project** | Method Studios.....January 2015  
Sr Compositor

**Various Television Shows** | Encore.....March 2014 – January 2015  
On-Set VFX Supervisor | Lead Compositor | Sr Compositor

**Various Television Shows** | Zoic Studios.....October 2013 – February 2014  
Compositing Supervisor | Sr Compositor

**Various Commercials** | Framestore.....September 2013 – October 2013  
Sr Lighter | Compositor

**Smurfs 2** | Sony Pictures Imageworks.....March 2013 – June 2013  
Lighter | Compositor

**Oblivion** | Pixomondo.....November 2012 – February 2013  
Sr Compositor

**Beautiful Creatures** | Method Studios.....August 2012 – November 2012  
Sr Compositor

**Various** | Zoic Studios.....October 2011 – August 2012  
Lead Sr Compositor

**Arthur Christmas** | Sony Pictures Imageworks.....December 2010 – October 2011  
Lighter | Compositor

**The Green Hornet** | Sony Pictures Imageworks.....November 2010 - December 2010  
Lighter | Compositor

**Halo – Deliver Hope** | Method Studios.....September 2010 - November 2010  
Sr Stereoscopic Compositor

**Shrek, Shrek 2, Shrek the Third** | ICOVFX.....June 2010 - September 2010  
Sr Stereoscopic Compositor

**Alice in Wonderland** | Sony Pictures Imageworks.....November 2009 - January 2010  
Lighter | Compositor

**G-Force** | Sony Pictures Imageworks.....February 2009 - June 2009  
Lighter | Compositor

**Beowulf** | Sony Pictures Imageworks.....August 2007 - October 2007  
Lighter | Compositor

**Various** | Crop Circle Studios.....October 1998 - February 2007  
Creative Director (Owner)

#### REFERENCES:

Benjamin Hendricks	Stereo Compositing Supervisor	Sony Pictures Imageworks	(310) 840-8000
Mickey Levy	Producer	Sony Pictures Imageworks	(310) 840-8000
Michael Korner	Chief Marketing Officer	NewTek	(831) 521-5082
Dan Trezise	VFX Supervisor	OutsourceVFX	(818) 445-9141
Yong Kyun Kim	DFX Supervisor	Giant Screen Films	(514) 836-9119

#### EXPERIENCE (expanded)

**VFX, Design & Animation Consultant** February 2007 – Present

Serving in a variety of roles such as: Compositor, Lighter, Designer, Animator, Motion Graphics Artist, on-set VFX Supervisor, Post-Production Supervisor, Compositing Supervisor as well as CG Supervisor, I have worked for companies large and small in creating a wide spectrum of communication collateral since the closure of Crop Circle Studios.

**Method Studios** December 2017 – April 2018

Marvel's The Avengers – Infinity War | Compositor

Perform Bluescreen compositing, CG integration and dialing as well as look development.

**EightVFX** September 2017 – December 2017

The Orville | Sr Compositor

Honda Commercial

Perform Bluescreen and Greenscreen compositing, CG integration and dialing as well as look development.

**The Secret Lab** June 2017-September 2017

Marvel's Thor - Ragnarok | Sr Compositor

Performed Bluescreen compositing, CG Compositing and Look Dev. Also, oversee and mentor junior artists.

**FuseFX** August 2015 – May 2017

*Scorpion Season 2 & 3 (26 Episodes) | Visual Effects Supervisor (2017 Emmy Submission)*

*The Guest Book Season 1 | Visual Effects Supervisor*

*Scorpion Season 2 (13 Episodes) | Compositing Supervisor*

*The Tick (Pilot) | Compositing Supervisor*

*Zoo (2 Episodes) | Sr Compositor (2017 Emmy Submission)*

*Underground, Shots Fired, The Get Down, Bones, Rosewood, Criminal Minds, Criminal Minds*

*Beyond Borders, American Crime Story, Unforgettable, Presence | Sr Compositor*

Performed blue/green screen compositing, CG integration, matte painting integration and Compositing Look Dev and Supervision. Additionally responsible for all creative development, on-set supervision, client management, developing budgets, planning resources as well as driving & managing CG, FX and Compositing teams to deliver high-end visual effects in a very tight schedule.

**Paramount Studios** January 2015 – August 2015

*Terminator Genisys (Feature Film) Compositing Supervisor (uncredited) | Sr Compositor*

*Whiskey Tango Foxtrot (Feature Film) Sr Compositor*

Performed blue screen compositing, CG integration, matte painting integration and Compositing Look Dev and Supervision.

**Method Studios** January 2015

Special Project | Sr Compositor

Performed CG Compositing and Look Dev.

**Encore**

March 2014 – January 2015

*Revenge Season 4 (1 Episode) | Visual Effects Supervisor*  
*Revenge Season 4 (14 Episodes) | Lead Compositor*  
*Olive Kitteridge (Mini Series) | Lead Compositor*  
*The Flash (Pilot and 4 Episodes) | Sr Compositor*  
*Black Sails (2 Episodes) | Sr Compositor*  
*Orange Is The New Black (1 Episode) | Sr Compositor*  
*NCIS: New Orleans, Legends, Hawaii 5-0 ) | Sr Compositor*

Performed blue/green screen compositing, CG integration, matte painting integration and Compositing Look Dev and Supervision.

**Zoic Studios**

November 2013 – February 2014

*Castle Season 6 (Episode 12) | Compositing Supervisor*  
*Intelligence Season 1 (Episode 7 though 13) | Sr Compositor*  
*White Collar Season 5 (Episode 8 & 9) | Sr Compositor*  
*Wayward Pines Season 1 (Episode 3) | Sr Compositor*  
*Banshee Season 2 (Episode 7 & 8) | Sr Compositor*  
*Resurrection Season 1 (various Episodes) | Sr Compositor*

Performed blue screen compositing, CG integration, matte painting integration and Compositing Look Dev and Supervision.

**Framestore**

September 2013 – November 2013

*Various Commercials | Toaster Strudel, Target, Friskee's*  
Sr Lighter | Compositor

Performed CG lighting and compositing.

**Sony Pictures Imageworks**

February 2013 – May 2013

*Smurfs 2 | Raja Gosnell (Sony)*  
Compositor | Compositor

Performed CG lighting, blue screen compositing as well as CG integration into live action plate.

**Pixomondo**

November 2012 – February 2013

*Oblivion | Joseph Kosinski (Independent)*  
Sr Compositor

Performed blue screen compositing, CG integration, matte painting integration and Look Dev.

**Method Studios**

August 2012 – November 2012

*Beautiful Creatures | Richard LaGravenese (Warner Bros)*  
Sr Compositor

Performed green screen compositing and Look Dev. Setup several sequence look and feel and handed off to other artists.

**ZOIC Studios**

October 2011 – Present

*Falling Skies Season 2 [All Episodes] Lead Sr Compositor*  
*Magic City Season 1 [All Episodes] Sr Compositor*  
*Once Upon A Time Season 1 [1 Episode] Sr Compositor*  
*Arrow [Television Pilot] Sr Compositor*  
*Vegas [Television Pilot] Sr Compositor*  
*True Blood Season 5 [5 Episodes] Sr Compositor*  
*Various Webisodes Sr Compositor*  
*Jeep Call Of Duty MW3 Commercials :30, :60 and 2 min spots Sr Compositor*

Served on several shows as a Sr Compositor & Lead Compositor on Falling Skies Season 2, producing final images for a variety of television shows. Tasks included: set extensions, matte painting integration, green/blue screen integration, CG integration, look development, template setup, element integration, cleanup & rig removal as well as guide and mentor Jr artists.

**Sony Pictures Imageworks**

November 2010 – October 2011

*Arthur Christmas | Sarah Smith (Sony Pictures Animation | Aardman)*

Lighter | Compositor - Technical Director

Served in several different capacities during the post production phase of Arthur Christmas. Tasks included: Lighting, Compositing, Sequence Shot Template Setups, Sequence Crowd Setups, Sequence Motion Graphics Setups, Look Development, Motion Graphics Animation & Compositing, Stereoscopic Lighting and Compositing, as well as serving as team ATD. As one of the senior artists, I debugged some of the more difficult issues and published macros to the whole show. Assisted junior artists in lighting, compositing and solving technical issues related to vfx shots at Imageworks.

**Sony Pictures Imageworks**

November 2010 – December 2010

*The Green Hornet* | Michael Gondry (Sony Pictures)

Lighter | Compositor - Technical Director

Responsible for creating alternate-eye final image sequences for the stereoscopic version of Michael Gondry's *The Green Hornet*. Tasks included creative problem solving of shot components and pipeline issues, applying various in-house techniques as well as lighting, rendering and compositing the final shots in Imageworks' proprietary production pipeline. Assisted junior artists in stereoscopic lighting, compositing and solving technical issues related to vfx shots.

**Method Studios**

September 2010 – November 2010

*Halo – Deliver Hope* | In-House Stereo Pipeline

Senior Stereo Compositor

Responsible for creating alternate-eye final image sequences for the stereoscopic test of Halo's Trailer. Tasks included creative problem solving of shot components and pipeline issues, applying various in-house techniques as well as lighting, rendering and compositing the final shots in Method Studios' proprietary production pipeline. Assist in identifying and creating pipeline tools and nuke gizmos.

**ICOVFX**

June 2010 – September 2010

*Shrek, Shrek 2 & Shrek 3* | Dreamworks

Senior Compositor

Responsible for the final stereo composites of Dreamworks first three Shrek movies. Tasks included creating clean plate elements, painting, rotoscoping & compositing. As one of the senior compositors on the show, I was quickly assigned more challenging shots, which quickly overwhelmed the templates and tools. I created procedures, templates and nuke gizmos that became standards in the facility, and I was also the only artists running a beta version of Nuke and Ocula. Assisted junior artists in stereoscopic painting, compositing and solving technical issues related to vfx shots.

**Sony Pictures Imageworks**

November 2009 – January 2010

*Alice In Wonderland* | Tim Burton (Disney)

Lighter | Compositor - Technical Director

Responsible for lighting, compositing and creating alternate-eye image sequences for Tim Burton's *Alice In Wonderland*. Tasks included creative problem solving of shot components and pipeline issues, applying various in-house techniques as well as lighting, rendering and compositing the final shots in Imageworks' proprietary production pipeline. Assisted junior artists in lighting, compositing and solving technical issues related to vfx shots.

**Sony Pictures Imageworks**

February 2009 – June 2009

*G-Force* | Hoyt Yeatman (Disney)

Lighter | Compositor - Technical Director

Responsible for lighting, compositing and for creating alternate-eye final image sequences for Hoyt Yeatman's *G-Force*. Tasks included creative problem solving of shot components and pipeline issues, applying various in-house techniques as well as lighting, rendering and compositing the final shots in Imageworks' proprietary production pipeline. Assisted junior artists in stereoscopic lighting, compositing and solving technical issues related to vfx shots.

**Sony Pictures Imageworks**

August 2007 – October 2007

*Beowulf* | Robert Zemeckis (Paramount)

Lighter | Compositor - Technical Director

Responsible for lighting, compositing and for creating alternate-eye final image sequences for Robert Zemeckis's *Beowulf*. Tasks included creative problem solving of shot components and pipeline issues, applying various in-house techniques as well as lighting, rendering and compositing the final shots in Imageworks' proprietary production pipeline. Assisted junior artists in stereoscopic lighting, compositing and solving technical issues related to vfx shots.

**Crop Circle Studios**

October 1998 – February 2007

Creative Director | Sole Proprietor

As the Owner of Crop Circle Studios, my role shifted throughout tight project timelines. My initial role consisted of finding clients, qualifying and negotiating the work. Upon commencement, I was responsible for identifying and determining the client goals, objectives and the strategic path for the plan while managing the project through completion.

I originated concepts, design styles and strategies for design and production. I outlined the creative and artistic development. My secondary responsibilities were to create, produce and oversee anything from creative & technical writing, directing, producing and resourcing. My tertiary tasks included design, 3D modeling, animation, lighting, texturing & shading; through photography, compositing, editing, final mastering and output.

Links:

BOB HOMAMI ► VFX SUPERVISOR | CREATIVE DIRECTOR | SR COMPOSITOR | SR LIGHTER ► [bob@homami.com](mailto:bob@homami.com) ► 310.945.7763 ► [www.homami.com](http://www.homami.com)

IMDB Page: <http://www.imdb.com/name/nm2828060/>

LINKEDIN PAGE: [HTTP://WWW.LINKEDIN.COM/IN/BOBHOMAMI](http://www.linkedin.com/in/bobhomami)

#### FEATURED IN THE FOLLOWING ARTICLES:

<http://www.postmagazine.com/Publications/Post-Magazine/2017/April-1-2017/VFX-For-TV-I-Scorpion-I.aspx>

<http://viewer.zmags.com/publication/395622a2#/395622a2/66>

#### RECOMMENDATIONS:

**Leah Garner**, *Visual Effects Producer, Zoic Studios*

"Bob is such a pleasure to work with. Not only is he an exceptional compositor but he is great at managing and leading other artists on the team. He has a knack for problem solving and is good at breaking down client notes and deciding the best plan of attack. I have enjoyed having him on my team for the past 6 months and look forward to continuing into next season with him." *June 21, 2012*

**James Hattin**, *Compositing Supervisor, Zoic Studios (colleague)*

"Bob. I like Bob. He's a very capable Nuke artist with an interest in the varied aspects of production. This has really helped The various shows he was on, because it brought his organizational skills and eye for detail to the proceedings. There's a breadth of experience in Bob that is rare in this industry. It would be wise of any company to bring him on and challenge him to come up with solutions. It is one of his greatest strengths. He's also an interesting person and approachable. He might also be a ninja." *May 24, 2012*

**Eric Deinzer**, *Compositor, Zoic Studios*

"To whom it may concern: It is with great pleasure that I have an opportunity to recommend Bob Homami as a lead compositor. While it has come to my attention that he may be available for hire and it should be known that he makes a valuable asset to whatever organization he is involved with. I have worked with him at three different companies on major projects. Bob has demonstrated rare prowess in both receiving direction from superiors and also overseeing various stages as a lead. He has both a good eye and a technical foundation that allows for projects to be completed with ease. Most importantly, Bob is a very personable individual. He has always maintained composure through the challenges of some unsightly delivery schedules. In summary, he is a pleasant person to be around. And because of this I call him a friend also. If you are taking the time to read this little treatise to Bob, you should not hesitate to bring him aboard your company. You will not be disappointed. Warmest regards, -Eric Deinzer" *May 26, 2012*

**Joe Spano**, *Compositor, Zoic Studios*

"Bob is a great addition to any team, and it is without hesitation that I can recommend him for any position. Bob is a very devoted worker who will slave away for days to get a job done; all with a smile on his face. He is the voice of reason in any situation, and a great person to go to with any questions or issues. It is in a Lead role that I think Bob really shines. He is very approachable and will do anything to come up with an answer or solution to help you out. It is a very rare thing to find an artist with the leadership skills and the positive attitude that Bob possesses." *May 8, 2012*

**Yong Kyun Kim**, *VFX supervisor & S3D supervisor, Giant Screen Films*

"Dedicate, punctual and responsible are the first three words that come to mind whenever I come across Bob's name in the VFX community. Bob was a trooper that tackled a tsunami of challenges on a small budget hybrid S3D project with me. I have seen a lot of smoking gun type Artists, but none of them like Bob. Bob is one of a hand full of Artists who firmly stands by his word, he understands the task at hand and delivers every time. Bob takes challenge as opportunities. He is a talented leader and good team player. You will be happy to have Bob as your final line of defense in challenges, as an artist, leader or beyond. I can't wait for the next opportunities to have Bob on my team again..." *June 6, 2012*

**Carlos Morales**, *Senior Compositor, Sony Pictures Imageworks*

"I had the pleasure of meeting Bob while at Sony Imageworks while working on Alice in Wonderland. His knowledge and dedication to his work makes him an asset for any company that would want to hire him. He works hard and puts in the long hours without hesitation. He constantly delivered top quality work. I look forward to working with him in the near future." *May 7, 2010*

**Mickey Levy**, *Producer, Sony Imageworks*

"I have had the pleasure of working with Bob on Beowulf, G-Force, and most recently on Alice in Wonderland. Bob is a talented artist who works hard and always goes above and beyond to make sure his supervisors are happy. He has a fantastic attitude and I would work with Bob again in the future if the opportunity arises." *February 2, 2010*

**John Bunt**, *Lighting & Comp TD, Sony Imageworks*

"I have worked with Bob on three shows at Imageworks, Beowulf, G-Force, and Alice. He is a talented lighter/compositor with good technical skills. Bob has a good eye with the ability to catch problems early and turn around shots quickly. Bob is easy going and very approachable. He is always willing to help out fellow artists, a definite go-to-guy. I look forward to working with Bob again." *February 2, 2010*

**Kevin Field**, *Associate Production Manager, Sony Pictures Imageworks*

"I've worked with Bob on several projects over the last two years, and he's always been a hard-working and capable digital artist. He is eager to make his work the best it can be and works well with his supervisors. He is also friendly and communicative... Bob is a pleasure to work with and I'd recommend him for any digital project in the future." *February 4, 2010*

*Additional Recommendations Available on LinkedIn Page: <http://www.linkedin.com/in/bobhomami>*