

Jason Bidwell

Digital Compositor

Phone: (310) 741-2257

Email: jgbidwell@gmail.com

Reel: www.bidwellvfx.com/reel.html
(Please send request for password)

Professional Projects:

Feature Films:

Fate of the Furious (Universal)
Power Rangers (Lionsgate)
Star Trek Beyond (Paramount Pictures)
10 Cloverfield Lane (Paramount Pictures)
Star Wars: The Force Awakens (20th Century Fox)
Whisky Tango Foxtrot (Paramount Pictures)
Antman (Marvel Studios)
Whisky Tango Foxtrot (Paramount Pictures)
Guardians of the Galaxy (Marvel Studios)
Transformers 4 (Paramount Pictures)
X-Men: Days of Futures Past (Marvel Studios)
Maleficent (Disney Pictures)
Robocop (Columbia Pictures)
Pacific Rim (Warner Brothers)
Ice Age 4 (20th Century Fox)
Hugo Cabaret (Paramount Pictures)
Green Lantern (Warner Brothers)
Rio (20th Century Fox)
Warrior (Lionsgate)
Sorcerers Apprentice (Disney Pictures)

Cats & Dogs 2 (Disney Pictures)
Killers (Lionsgate Pictures)
Clash of the Titans (Warner Brothers)
Gentlemen Broncos (Fox Searchlight Pictures)
G-Force (Disney Pictures)
Transformers 2 (Paramount Pictures)
The Taking of Pelham 123 (Columbia Pictures)
Drag Me To Hell (Universal Pictures)
Terminator Salvation (Halcyon Company)
Confessions of a Shopaholic (Touchstone Pictures)
Friday the 13th (New Line Cinema)
The Curious Case of Benjamin Button (Warner Brothers)
My Bloody Valentine 3D (Lionsgate)
The Unborn (Rogue Pictures)
Tropic Thunder (DreamWorks SKG)
Indiana Jones & the Kingdom of the Crystal Skull
(Paramount Pictures)
Kill Theory (Bender-Spink Productions)
National Treasure: Book of Secrets (Disney Pictures)

TV Shows:

Gotham (FOX)
XMEN: The Gifted (FOX)
Marvel's Agents of S.H.I.E.L.D. (FOX)
Westworld– HBO
The Good Place – NBC

Stranger Things – Netflix
Vital Signs – Apple TV
The Last Ship – TNT
Black Sails – Starz Network

Memberships and Awards:

VES Awards
Hugo (2012)
The Curious Case of Benjamin Button (2008)
Academy Awards
Hugo (2012)
The Curious Case of Benjamin Button (2008)

Visual Effects Society
Member since (2011)

Skills and Specialties:

- Working efficiently with tight deadlines
- Eye for detail
- Final color grading
- Pulling difficult blue/green-screen keys
- Look-development/Creating looks and show tools
- Creating company gizmos and projects setups
- Extensive use of Nuke's 3D tools
- Digital makeup
- Beauty work
- Deep-compositing
- S3D (Stereo 3D Compositing)
- Crowd replication
- Day-for-night/Dry for Wet
- 2-1/2D environments with layered matte paintings
- Set extensions/Animating stills
- Practical element integration
- Warping/Morphing
- Multi-pass character integration
- ST mapping
- 2D, 3D and Planar Tracking
- Miniature integration
- Plate stitching
- Nuke particles (i.e. dust, rain, snow, ice crystals)
- Rig/Actor removal and plate cleanup
- Lighting with Arnold and V-Ray (Katana and Maya)
- Created department workflow PDF's and WIKI pages

Employment History:

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Senior Composer

CoSA VFX
(05/2017-05/2017)

Senior Composer

Digital Domain
(08/2016-05/2017; 12-2013 - 04/2014;
08/ 2014 - 10/2014)

Senior Composer

Method Studios
(07/2016 – 08/2016; 11/2014 - 06/2015;
11/2013 - 12/2013; 04/ 2014 - 07/2014)

Compositing Supervisor

Saints LA (Sunset Edit)
(06/2015 – 07/2016)

Senior Composer

Wow Industries
(05/2015 – 06/2016)

Senior Composer

Kelvin Optical (Bad Robot)
(11/2015 – 05/2016)

Senior Composer

Paramount Pictures (In-House)
(7/ 2015 - 10/2015)

Senior/ Lead Composer

Mirada Studios
(01/2011 - 02/2011; 10/2011 - 02/2012; 04/2012 - 10/2013)

Composer/S3D

Pixomondo
(04/2011 - 10/2011)

Compositing TD

Sony Imageworks
(02/2011 - 04/2011)

Composer

2G Digital
(06/2010 - 10/2010)

Composer/3D Depth-Compositing

Frantic Films/ Prime Focus
(02/2010 - 06/2010)

Composer

Blue Sky Studios
(10/2010 - 12/2010; 01/2012 - 04/2012)

Composer

Duck Studio
(07/2009 - 8/2009; 12/2009 - 01/2010)

3D Depth-Compositing/3D Texture Artist

In-Three
(05/2009 - 06/2009; 10/2009 - 11/2009)

Composer

Comen VFX
(02/2008 - 02/2008)

Composer/Paint Artist/ Roto Artist

Michael Kaelin & Associates
(10/2008 - 12/2008)

Composer/Lead Paint Artist/Roto Artist

Asylum FX
(9/2005 - 10/2008)

Education:

Academy of Art University_

San Francisco, CA
M.F.A. in Visual Effects and Animation

FX-PhD

On-line Classes
Continuing Education

University of Minnesota

Minneapolis, MN
B.S. in Environmental Architecture

Software:

Foundry – **Nuke**
Foundry – **Katana**
Apple – **Shake**
Adobe – **After Effects**
Black Magic – **Fusion**
Autodesk – **Flint; Flame**
Tweak Software – **RV**

Imagineer – **Motor; Mocha**
Adobe – **Photoshop, Premiere, AE**
Autodesk – **Maya, MEL, Shotgun**
Chaosgroup – **V-Ray**
Solidangle – **Arnold**
Andersson Tech – **SynthEyes**
Vicon – **Boujou**