

DAVID C. MILLER

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EDUCATION

Bachelor's Degree Visual Effects and Motion Graphics, September 2010
The Art Institute of California - Santa Monica, California

Associate's Degree Multimedia, June 2007
ITT Technical Institute - Sylmar, California

SKILLS

Computer Skills:

- Nuke 9.0v4
- Maya 2013
- After Effects CS6
- Photoshop CS6
- Illustrator CS6
- SFX Silhouette 4.5
- Realflo 4.1
- Boujou 4.0
- 3D Studio Max 2009
- Microsoft Office 95- 2010
- Windows 95-Windows 7
- Mac OS X
- Linux Mint, Ubuntu

Production Skills:

- Compositing
 - Audio/Video Editing
 - Keying
 - Stereoscopic Compositing
 - Matchmoving
 - Rotoscoping
 - Painting/Cleanup
 - Python scripting
 - Fur Simulation
 - Fluid Simulation
 - Cloth Simulation
 - Photo retouching
 - 3D modeling
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HONORS & AWARDS

The Art Institute of California:

- Outstanding GPA & Dean's Honor Roll 2007-2010
- Best of Quarter Award for Game-play and Game Art Design Winter 2008

ITT Technical Institute:

- Graduated Valedictorian, Outstanding Student Award, 2007
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EXPERIENCE

Stereo D / Deluxe Ent. - Guardians of the Galaxy, 30 other feature films
Visual Effects Element QC Artist / 2D Composer

November 2010 – July 2013
November 2013 – Present

- Evaluate elements from VFX vendors
- Create element reports for vendors and studio

- Recomp shots for conversion
- Fully composite shots for TBA film

Senior Stereoscopic Artist

- Depth matte creation and comping
- Paint as needed

- Roto for stereoscopic conversion
- Tool development

Red Giant Productions - Ham Intelligence
Editor, VFX Supervisor, Composer

September 2009 – September 2010

- Editing
- Oversee all visual effects
- Review shots and give feedback

- Manage shot list and shot assignments
- Fur simulation
- Compositing CG and live elements

Rareform Pictures - Wallenda
Lead Roto Artist, Composer

October 2009 – September 2010

- Review shots and give feedback
- Train artists in programs, workflow, and technique

- Roto for stereo/green spill/rig removal
- Shot and asset management