



Name: Daniel Bigaj
VISA: CANADA, AUSTRALIA, NZ & EU
Phone: +1 778 960 1000
Email: contact@danielbigaj.com
Website: www.danielbigaj.com
LinkedIn: [linkedin.com/in/daniel-bigaj-vfx-compositor](https://www.linkedin.com/in/daniel-bigaj-vfx-compositor)
IMDB: [imdb.com/name/nm5834759/](https://www.imdb.com/name/nm5834759/)

RELEVANT EXPERIENCE

Lead Compositor

Umedia VFX & Finishing, Vancouver

March 2017 – May 2018

<http://www.umedia.eu>

Projects:

Skyscraper (2018)

Tasks:

Developing an overall look for the sequence, creating templates, managing other artists, finishing off difficult shots and quality checking artists' work. During this role I reported directly to the VFX Supervisor.

Senior Compositor

Umedia VFX & Finishing, Vancouver

August 2017 – March 2018

<http://www.umedia.eu>

Projects:

The Meg (2018), The Gifted, Game Over Man (2018), Nomis (2018), Cliffs of Freedom (2018)

Senior Compositor

OATS Studios, Vancouver

April 2017 – Current

<http://www.oatsstudios.com/>

Projects:

OATS Volume 1 (Zygote, Rakka & Firebase)

Tasks:

CG, FX, creature comp and 2D element integration

Compositor

Double Negative, Vancouver

October 2016 – April 2017

<http://www.dneg.com/>

Projects:

Wonder Woman (2017)

Tasks:

Compositing CG scenes, set extensions, face replacements, FX elements and keying.

Compositor

Zoic Studios, Vancouver

September 2016 – October 2016

<http://www.zoicstudios.com/>

Worked as a compositor on Beyond. Tasks included keying, nuke particles, projections, working with CG and look dev.

Compositor

Double Negative, Vancouver

August 2015 – July 2016

<http://www.dneg.com/>

Projects:

Alice Through the Looking Glass (2016), Huntsman: Winter's War (2016), Star Trek Beyond (2016)

Tasks:

Face smoothing and warping (youth), keying, projected matte paintings, deep compositing large CG scenes and working with nuke particles.

Compositor

Method Studios, Vancouver

July 2014 – September 2014

<http://www.methodstudios.com/>

Projects:

Pelé: Birth of a Legend (2016)

Tasks:

CG crowds and stadiums, monitor replacements, projections, working with matte paintings and edge work.

Roto & Paint Artist

Image Engine, Vancouver

September 2014 – May 2015

<http://www.image-engine.com/>

Rotoscoper

Gener8 Digital Media Corp, Vancouver

March 2014 – July 2014

<http://www.gener8.com/>

Roto & Paint Artist

Rising Sun Pictures, Adelaide, South Australia

Dec 2012 - Jun 2013

<http://www.rsp.com.au/>

Rotoscoping & Paint Trainee

Rising Sun Pictures, Adelaide, South Australia

Oct 2012 – 2 Weeks



Name: Daniel Bigaj
VISA: CANADA, AUSTRALIA, NZ & EU
Phone: +1 778 960 1000
Email: contact@danielbigaj.com
Website: www.danielbigaj.com
LinkedIn: [linkedin.com/in/daniel-bigaj-vfx-compositor](https://www.linkedin.com/in/daniel-bigaj-vfx-compositor)
IMDB: [imdb.com/name/nm5834759/](https://www.imdb.com/name/nm5834759/)

EDUCATION

Visual Effects Compositing Course

Escape Studios, London

Jan 2012 - Dec 2012

Weekly projects and tutorials taught me basic and advanced techniques for rotoscoping, painting, tracking, compositing, colour grading, warping, dust busting, keying, projections, CG compositing and some simple lighting tasks.

Master of Design in Digital Media

The University of Adelaide, South Australia

Mar 2010 - Jul 2011

Distinction Average

Skills Developed: Autodesk Maya, 3D Studio Max and Adobe Creative Suite.

Bachelor of Design Studies

The University of Adelaide, South Australia

Mar 2007 - Nov 2009

SOFTWARE

Primary

NukeX
Photoshop
Silhouette (roto & tracking)
Mocha (tracking)

Operating Systems

Linux
Windows
Mac OSX

Secondary

Autodesk Maya
Autodesk 3DS Max
After Effects
Basic Mentalray

Other

Shotgun
Cumul8
Stereo Composer