



## David Aughenbaugh

### RESUME – Stereo Nuke Artist

[foggybog@gmail.com](mailto:foggybog@gmail.com)   [www.foggybog.com](http://www.foggybog.com)

Member VES   (415) 706-1619

### WORK HISTORY

- Mar. '99 – present   **Freelance Stereo Compositor** – Nuke, After Effects, Maya  
VFX for feature film and stereoVR (see below and 2<sup>nd</sup> page)  
2D/3D compositing, keying, multi-pass, tracking, paint & reconstruction.
- Nov. '15 – Jan. '16   **Evil Eye Pictures – Google Spotlight Stories VR** – Lighter/Colorist - Maya, Photoshop  
Immersive real-time stereo 3D interactive short film “*Pearl*” directed by Patrick Osborne.  
\* 2017 Oscar nomination for Animated Short Film \*
- Sept. '15 – Oct. '15   **Jaunt VR** – FactoryVFX – Stereo VR Compositor - Nuke, After Effects  
Environment and character stitching and plate reconstruction for stereo VR short films:  
“*Honor Everywhere*” and “*The North Face: Nepal*”
- Aug. '09 – Apr. '11   **PDI Dreamworks** – Lighting & Comp. Tech. Asst. - Nuke, Proprietary toolset  
Stereo 3D animated films. Technical position in the Lighting department.
- Jan. '01 – July '02   **Daktronics** – Compositor, Animator, Editor, R&D  
After Effects design and compositing, 2D/3D animation (Lightwave 3D).  
Clients include: Super Bowl XXXV, NY Giants, NY Jets, Buccaneers and more.
- Mar. '99 – Jan. '01   **Zatworks Systems** – Streaming video via proprietary camera systems  
Remote-controlled solar-powered camera systems, web interface and internet streaming  
to clients like NationGeographic.com and Discovery.com
- Jan. '92 – Mar. '99   **Dynamix (Activision/Blizzard)** – Compositor, Motion Graphics, Editor, R&D  
Digital video production from pre-prod. through post of 40+ CD-ROM titles.

### HARDWARE / SOFTWARE

Software.....   Nuke, Maya, After Effects, Photoshop, Silhouette, Mocha  
SynthEyes, Twixtor, Final Cut Pro

Systems.....   Proficient with Linux, Mac OSX, Windows

### COMMERCIAL / BROADCAST / GAMES – Compositing, Editing & Motion Graphics

#### **Bare Escentuals, Beats by Dre, Chevron, Chevy, eBay, Intel, Keen, Sprint, US Cellular**

--CG advertising, Senior Compositor, 2012-2014 Pacific Digital Image

**EMC**, large screen event, Compositor, FX Animator, 2011 Elastic Creative

**ILFC / Smithsonian**, large-screen event, Compositor, VFX Supervisor, 2008 Wild Plum

**The Mummy**, (VG) national spot, FX Animation & Compositor, 2008 Activision/Blizzard

**The Bourne Conspiracy**, (VG) national spot, 2.5-D pre-vis, comp & VFX sup., 2008, Activision/Blizzard

**Ford Dealers**, several regional spots, compositor, 2007, Rough House

**Mythbusters Intel spots**, 3 segments, compositing & motion graphics, 2007, Elastic Creative

**Cisco Systems**, numerous promotions, compositing & motion graphics, 2007, Elastic Creative

**Activision/Blizzard**, numerous promotions, compositing & motion graphics, 2000 - 2007

### EDUCATION

dvGarage

San Diego State University

Palomar College, San Marcos, CA

Cabrillo College, Santa Cruz, CA

Pixel Corps training program

Graphic Design, Sculpture

Transfer degree

Audio Recording Techniques

Personal and professional references available on request.



## David Aughenbaugh

### RESUME – Stereo Nuke Compositor

[foggybog@gmail.com](mailto:foggybog@gmail.com) [www.foggybog.com](http://www.foggybog.com)

Member VES (415) 706-1619

#### FILM

**Mummy** Factory VFX, January 2017 – April 2017

**Compositor** *Nuke – compositing, retiming, plate reconstruction*

**Fast and Furious 8** Factory VFX, January 2017 – April 2017

**Compositor** *Nuke, Silhouette, Mocha – compositing, retiming, plate reconstruction*

**Fences** Factory VFX, June 2016 – Sept. 2016

**Compositor** *Nuke, Silhouette, Mocha – keying, compositing*

**Central Intelligence** Factory VFX, March 2016 – June 2016

**Compositor** *Nuke, Silhouette, Mocha – keying, compositing, reflections, retiming*

**Alvin and the Chipmunks: The Road Chip** Factory VFX, Sep. 2015 – Oct. 2015

**Compositor** *Nuke, After Effects, Silhouette, Mocha – plate reconstruction, screen insertions*

**Ride Along 2** Factory VFX, Aug. 2015 – Sep. 2015

**Compositor** *Nuke, Silhouette, Mocha – sunglasses reflections, plate reconstructions.*

**Sisters** Factory VFX, July 2015 – Aug. 2015

**Compositor** *Nuke, After Effects, Silhouette – body and facial reconstructions..*

**Furious 7** Factory VFX, Feb. 2015 – April 2015

**Compositor** *Nuke, After Effects, Silhouette – plate reconstruction, screen insertions.*

**The Darkest Hour** Polygon VFX, May 2011 – June 2011

**Compositor** *Nuke – 3D stereo compositing, extractions, retiming, screen insertions.*

**Megamind** Dreamworks Animation, Aug. 2009 – Apr. 2011

**Lighting & Compositing TA** *Nuke & proprietary toolset - establish and support technical approach for sequence-based lighting and stereo compositing pipeline including creation of gizmos, groups, templates, sscripts, perform shot-based composites and renders, Massive crowd setups and renders.*

**2012** Columbia Pictures, through Factory VFX (sub-contractor) Apr. '09 – June '09

**Compositor** *After Effects, Silhouette, Twixtor - screen extractions, plate reconstruction, retiming*

**Obsessed** Factory VFX Dec. 2008 – Feb. 2009

**Compositor** *After Effects, Silhouette – plate reconstruction, wire & rig removal.*

**Bedtime Stories** Disney Pictures, Factory VFX Apr. 2008 – Nov. 2008

**Compositor / Compositing Supervisor** *Shake, Nuke, After Effects - Rooftop sequences: matte painting & compositing twilight city environment with moving-camera lens distortion, extensive warping, heat distortion and atmospheric twinkle, in 2.5D comps.*

**On a Tuesday** David Scott Smith (primary) Aug. 2007 – Oct. 2007

**Compositor** *Shake, Silhouette - Object replacement (replace prop hand-held Fuji with Kodak camera).*

**The Spiderwick Chronicles** Tippet Studios, through Factory VFX Feb. 2007 – May 2007

**Compositor** *After Effects, Silhouette - Character removal, facial reconstruction, wire & rig removal.*

**Enchanted** Tippet Studios, through Factory VFX Feb. 2007 – Apr. 2007

**Digital Artist** *After Effects, Shake, Silhouette - Wire & rig removal with major costume reconstruction.*

**The Kite Runner** Cafe FX, through Factory VFX Jan. 2007 – March 2007

**Compositor** *After Effects, Silhouette - Wire & rig removal, plate reconstruction.*

**Fantastic 4: Rise of the Silver Surfer** Cafe FX, through Factory VFX March 2007

**Digital Artist** *After Effects - Facial mask/rig removal and reconstruction.*

**Grindhouse** The Orphanage, through Factory VFX Nov. 2006 – Feb. 2007

**Digital Artist** *After Effects, Shake, Silhouette - Plate reconstruction, wire removal.*