

Victor Ibarra

CELL (909) 562-2058 • EMAIL Victoribarra2@yahoo.com • WEBSITE Victorvfx.com

OBJECTIVE To obtain a challenging and rewarding position that utilizes and develops my skill set, as well as provides advancement opportunities within the company and organization.

SKILLS Zbrush, Autodesk MAYA, Boujou, Nuke Software, Mocha, , After Effects, Photoshop, Illustrator and all Microsoft Adobe Master Suites.

EXPERIENCE

Diesel Fx BRAVO TV Campaign/ Compositor Responsibilities included Rotoscoping, Background clean up (marker removal) preparing footage for green screen removal.	April 2014 - June 2014
Private Life (Indi film) Compositor/ Practical Effects Usage of Nuke software for wound and wire removal, 2D tracking and match move to incorporate blood splatters on to footage. Practiced and experimented with practical effects for realistic looking effects.	May 2013 – Nov. 2013
WE3 Compositor/3D Modeler Complete use of Autodesk Maya for 3D Environments, and creating shading materials. Primary use of Nuke software for roto and color correction.	April 2013 - June 2013
Freelance – VFX VFX Artist After Effects software to implement great looking effects using trapcode particular plug-ins, masking, green screen removal, tracking and compositing final shoot.	May 2013 - Jan. 2014

EDUCATION

Bachelor of Science Degree, Visual Effects and Motion Graphics The Art Institute of California-Los Angeles	Spring 2014
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AWARDS

Best of Quarter for VFX	2012-2014
Dean's Honor Roll	2011-2014
EDMC Scholarship Winner	2013
President's Honor Roll	2012
Honor Roll	2011