

**NICK MARTINELLI**  
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## **SUMMARY**

Freelance Maya Generalist and Compositor with over 10 years of experience in production. I have a varied skill set, so I feel comfortable doing everything from lighting to rigging. Can execute complicated tasks in a timely manner while maintaining an open line of communication with team members. Skilled at critical thinking and problem solving, often utilized to make the difficult problems work. Able to learn new programs and techniques quickly, very organized and team oriented.

## **EXPERIENCE**

02/2010 — present

### **Digital Self LLC**

*Freelance Maya Generalist*

- Lighting, Compositing, Motion Graphics, Rigging.
- Tracking, Animation, and Particle Effects.
- Pipeline development and asset management.

05/2015 – 05/2018

### **Hey Mister!**

*Owner / Technical Director / CFO*

- Rigging and VFX TD.
- Created and maintained production pipeline.
- Creation, Updating, maintenance of the website.
- Lighting, Compositing, Motion Graphics.

05/2008 – 05/2010

### **Spontaneous**

*Staff CG Artist*

- Lighting and Rendering of shots and products.
- Rigging of various characters and animals.
- Particle Effects and Compositing.

07/2007 – 05/2008

### **Digital Self LLC**

*Freelance Maya Generalist*

- Lighting and Rendering.
- Compositing.

## **SKILLS**

- Lighting
- Rendering
- Compositing
- Tracking
- Rigging
- Camera Animation
- Particle Effects
- Motion Graphics

## **PROGRAMS**

- Autodesk Maya
- Autodesk Softimage
- The Foundry Nuke
- Adobe Photoshop
- Adobe After Effects
- Adobe Character Animator
- Syntheyes

## **EDUCATION**

Rutgers University

BA of Fine Arts

- emphasis in CGI