**Ned Wilson**

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**VISUAL EFFECTS EXPERIENCE**

**Lead Compositor**

**Legendary Pictures**

Burbank, CA, 7/2014 - present

Software Used: NukeX10.0, Nuke Studio, Mari, Modo, Hiero

Film Credits: Warcraft (2016), Spectral (2016), The Great Wall (2016)

Also: Designed, built, and managed entire in-house compositing pipeline. Supervised practical element shoot for Warcraft.

**Senior Compositor / Lead Compositor**

**Psyop**

Venice, CA, 3/2014 – 5/2014

Software Used: Nuke 7.0, Nuke 8.0, Hiero 1.8

Commercial Credits: Samsung Galaxy 11: The Training, Clash of Clans: Japan/Korea

**Senior Nuke Artist | Systems Architect**

**Thistlewit Productions/Walt Disney Studios**

Los Angeles, CA, 11/2012 – 3/2014

Software Used: Nuke 7.0, Photoshop

Film Credits: Maleficent

Also: Designed and managed entire IT infrastructure for production, and automated all imagery conversions and delivery

**Senior Compositor**

**Digital Domain**

Venice, CA, 6/2012 – 11/2012

Software Used: Nuke 6.3

Film Credits: 47 Ronin, Jack the Giant Slayer, Oblivion

Commercial Credits: Toyota GT86, Hawken

**Senior Compositor**

**Sony Pictures Imageworks**

Culver City, CA, 2/2012 – 5/2012

Software Used: Nuke 6.3

Film Credits: The Amazing Spider-Man

**Senior Compositor**

**Hammerhead Productions**

Sherman Oaks, CA, 9/2011 – 2/2012

Software Used: Nuke 6.3

Film Credits: Guilt Trip, Prometheus, Hansel and Gretel: Witch Hunters

**Senior Compositor**

**The Mill - LA**

Los Angeles, CA, 8/2011 – 9/2011

Software Used: Nuke 6.3

Commercial Credits: Carl’s Jr.: Hamblor, Sony Playstation 3: To Jimmy

**Senior Compositor**

**A52 | Elastic**

Santa Monica, CA, 7/2011 – 8/2011

Software Used: Nuke 6.2, Nuke 6.3

Commercial Credits: Arrowhead: Nature’s Fix

**Senior Compositor**

**Scanline VFX**

Los Angeles, CA, 6/2011 – 7/2011

Software Used: Nuke 6.2, Nuke 6.3

Film Credits: Immortals

**In-house Compositor**

**Marvel Studios**

Manhattan Beach, CA, 4/2011 – 6/2011

Software Used: Nuke 6.2

Film Credits: Captain America

**Senior Compositor**

**Digital Domain**

Venice, CA, 3/2010 – 3/2011

Software Used: Nuke 5.2, Nuke 6.1

Film Credits: Tron: Legacy, Real Steel

**Lead Compositor**

**Method Studios**

Santa Monica, CA, 7/2009 – 3/2010

Software Used: Nuke 5.2, Maya, Shotgun, Scratch

Film Credits: A Nightmare on Elm Street ( 2010 ), I’m Here

Commercial Credits: BMW X1, Burger King: Tiny Hands, Band Hero

**Senior Compositor**

**Scanline VFX**

Los Angeles, CA, 3/2009 – 7/2009

Software Used: Nuke 5.1, Shotgun

Film Credits: 2012

**Senior Compositor**

**Digital Domain**

Venice, CA, 11/2008 – 3/2009

Software Used: Nuke 4.8, Nuke 5.1

Film Credits: GI Joe: Rise of Cobra, Transformers 2

**Lead Compositor**

**Riot Pictures**

Santa Monica, CA, 10/2006 – 10/2008

Software Used: Fusion 5.3, Nuke 5.0, Boujou, PFTrack, Maya 8.5, Mental Ray, Scratch

Film Credits: Time Traveler’s Wife, The Spirit, Jumper, Creek, Dark is Rising, Live Free or Die Hard

Commercial Credits: Michelin, Pine Sol, Excedrin, NutriGrain

**Technical Director**

**New Deal Studios**

Marina Del Rey, CA, 02/2006 – 10/2006 [Staff], 09/2005 – 11/2005 [Freelance]

Software Used: Maya 7.0, Mental Ray, Shake 4, SynthEyes, Photoshop, Combustion

Film Credits: X-Men 3: The Last Stand, The Good Shepherd

**Lighting Technical Director**

**Omation Studios**

San Clemente, CA, 06/2004 – 02/2006

Software Used: SoftImage|XSI 4.2, Mental Ray, Visual Studio.NET, PhotoShop, Digital Fusion

Film Credits: Barnyard

**Jr. Compositor**

**Sony Pictures Imageworks**

Culver City, CA, 02/2004 – 05/2004

Software Used: Bonsai, Itrack, Birps, Matador 64, IRIX, Linux

Film Credits: Spiderman 2

**Lead Production Services Technician**

**Sony Pictures Imageworks**

Culver City, CA, 01/2003 - 02/2004

Film Credits: Hollywood Homicide, Bad Boys 2, Big Fish, 50 First Dates, Anger Management, Matchstick Men

**Systems Administrator**

**Creative Visual Effects**

Santa Monica, CA, 03/2002 - 12/2002

Film Credits: The Karate Dog, Baby Geniuses 2

**REFERENCES**

Available upon request.