

Brian Scherbinski

Lighting and Shading TD

Resume

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Overview

I am a Dutch Visual Effects student currently specializing in Lighting and Shading. I come from a generalist background and have knowledge of all aspects of the VFX trade. During my education I have gained experience in VFX Supervision which means I have lead a team of artists. As well as communicating with the director, DoP, Production Designer and Editor. I have also done on set VFX supervision and lighting.

Dutch Creative Director "*Sil van der Woerd*" asked me to join him in the making of a video clip for two world renown deejays. Here I did compositing work on full cg shots alongside people from ILM and other companies around the world.

Experience

VFX Supervisor / lighting TD

Film Academy third year production, Amsterdam, November 2013 - present

- Supervising a team of fellow students and on set supervision
- Look development shader development
- Lighting and compositing
- Rigging
- Pipeline development and management
- Creative meetings with directors and other crew members

Freelance 3D lighter and compositor

MashFX - Super Tales Inc., Novato CA, October 2013 – December 2013

- Lighting and integrating CG dragons in live action plates
- Look development and shader development
- Pipeline and workflow management

Freelance Compositor

Dog Blood (Skrillex/ Boysnoize) - Next Order video clip, Amsterdam, September 2012

- Compositing of full CG space shots.
- Integration of renders, matte paintings and stock footage.
- Delivering over 7 shots in a 2 week time period.
- Managing a review cycle with 2 other compositors where speed and consistency is key.
- Communication with the director, matte painter and 3D team.

Intern 3D generalist

SiXiTS Inc., San Rafael CA, July 2012 – August 2012

- Lighting, rendering and compositing for promotional material, such as posters, teasers and trailers.
- Researching and Developing a system to quickly generate hundreds of in game icons using Autodesk Maya, The Foundry Nuke and Python.
- Rigging and Animation of game characters.
- 3D asset to game asset engine integration.

Education

Netherlands Film Academy

Bachelor Visual Effects and Interactive Media, Amsterdam, 2011 – 2015(expected)

- Visual Effects supervision
- On set experience
- 3D and compositing experience
- Master classes from industry veterans
- General film knowledge
- Communication and teambuilding

De Rietlanden

High school Degree, Lelystad, 2007 – 2011

- Physics
- Mathematics
- Management and Organization
- English
- Dutch

Software

Proficient in:

3D: Maya, Houdini, Mental Ray, Arnold, V Ray, Z Brush, Mudbox

Matchmove: 3D Equalizer, Boujou, Camera Tracker, PF Track

2D: Nuke, Adobe Creative Suite

Scripting: Python, MEL

Knowledge of:

3D: Vue, Katana, Realflow, Softimage, Modo, Unity

Scripting: C++, PHP, C#

Portfolio

Website

www.BrianScherbinski.com

Showreel

<http://vimeo.com/user22857777/brianscherbinskishowreel>

LinkedIn

<http://lnkd.in/dqvp27J>

References

References can be given by request.