

## **Karl Sisson**

[karlsson@gmail.com](mailto:karlsson@gmail.com)

3848 Overland Av. #202

Culver City, CA.

90232

Cell: 778 991 0343

### **OBJECTIVE**

To obtain employment as Digital Matte/Texture Painter, Lighting Technical Director or Compositor.

### **WORK EXPERIENCE**

**Technical Director - Intermediate** - lighting and compositing

Employed 2007-

**Sony Pictures Imageworks**, Culver City, Los Angeles, CA.

-involved in trouble shooting lighting and compositing scenes for stereoscopic production using Render man and node based preparatory software.

-Problem solving related to rendering and composite optimization.

-Re compositing/lighting of problematic shots.

Credits:

*Beowulf*

**Senior Lighter, Texture Painter, Effects Artist, and Compositor**

Employed 2006-2007

**Rainmaker**, Vancouver BC.

-Creating CG elements for feature films *Blades of Glory*, *Case 39*, and *Vantage Point*.

-Lighting and compositing/texturing CG face replacements utilizing performance capture.

-Texturing of CG stadium for use in set extensions.

-Modeling, texturing and lighting of Mayan pyramid as well as creating and compositing of mist element for 'Magnum' Commercial spot.

-Fluid/particle explosions, erupting volcano and fire/smoke effects for 'Stuntman' game cinematic.

-Texturing agents to be used in Massive crowd simulation.

Credits:

*Blades of Glory*

*Case 39*

*Vantage Point*

*Magnum(commercial)*

*Stuntman: Overdrive(Game Cinematic)*

**CG Generalist and Compositor**, Employed 2005/06

**Eureka Media**, Oakville ON.

-Creating special effects for National Geographic HD channel's 6 part WW2 'Secret Planes' series.

-Duties include Storyboarding, pre-visualization of shots, modeling, texturing, animation, lighting, effects, tracking, and compositing.

-Communicating directly with producer, director, and director of photography.

Credits:

*Secret Planes (6 part series)*

**CG Generalist**, Employed 2004/05

**Mr. X**, Toronto ON.

-Creating CG elements for feature films Resident Evil 2, Species 3, Assault on Precinct 13, Ice Princess, and The Greatest Game Ever Played.

-Duties include previz, modeling, texturing, animation, lighting, effects, tracking, and match moving.

Credits:

*Resident Evil 2*

*Assault on Precinct 13*

*The Greatest Game Ever Played*

*Ice Princess*

*Species 3*

**Technical Assistant** Sheridan College Computer Animation 2006

## **SKILLS**

-Skilled in Maya, Mental Ray, Photorealistic Renderman, Fusion, Shake, Combustion, After Effects, Photoshop, Boujou, Katana and Bonsai. Experience with XSI, LINUX, MEL scripting, PRman shader writing and particle related expression. Fine Arts Background in Drawing, Sculpting and Painting also photography, and creative writing skills.

## **EDUCATION**

*Sheridan College*, Canada, 2003-2004

Post Graduate Program in Computer Animation

Graduated with Honors.

*University of Calgary*, Canada. 2000-2002

B.F.A.

Majored in painting.

*Red Deer College*, Canada, 1998-2000

B.F.A. Transfer Diploma

Made Dean's List. Received Visual Arts Scholarship for Academic Achievement.

## **All Film Credits:**

Beowulf(2007)

Blades of Glory(2007)

Case 39(2007)

Vantage Point(2007)

Magnum(2007 commercial)

Stuntman: Overdrive(2007 Game Cinematic)

Secret Planes: Swoop of Death(2006)

Secret Planes: Point Defense(2006)

Secret Planes: Fast and Furious (2006)

Secret Planes: Secret Factory(2006)

Secret Planes: Emergency Fighter(2006)

Secret Planes: Point Defense(2006)

The Greatest Game Ever Played(2005)

Ice Princess(2005)

Assault on Precinct 13(2004)

Species 3(2004)

Resident Evil 2: Apocalypse(2004)