

STEPHANIE GADSDEN

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www.linkedin.com/in/gadsden

EDUCATION

Lost Boys | School of Visual Effects
(Vancouver, BC.) Advanced Visual Effects
Compositing (Diploma)
2017-2018

SAE Institute (Mexico City)
Digital Animation (Degree)
2012-2015

EXPERIENCE

Squeeze Studio Animation (Montréal, QC)
Compositor
(December 2020-...)

Method Studios (Montreal, QC)
Compositor
(September 2018-Juin 2020)

Atomic Fiction (Montreal, QC)
Compositor
(18 June 2018-September 2018)

Umedia (Vancouver, BC)
Junior Compositor
(29 March 2018-16 May 2018)

Stargate Studios (Vancouver, BC)
Compositing Practicum Student
(29 January 2018-23 March 2018)
- The Happy Time Murders (2018)

Compositor/ Motion Graphics Artist
Freelancer
(2015-Present)
- Check my [LinkedIn](#) profile for freelance projects.

Content at TERAN TBWA (Mexico City)
Junior Motion Graphics Artist
(March 2016-July 2016)
TV spots & commercials for a telecommunications
company (izzzi).

Maligno VFX [Lemon Films] (Mexico City)
CGI Generalist
(Feb 2015-Sept 2015)
- KM 31 Sin Retorno (Movie)
3D Character Animation, Tracking, Matchmove with
3Dequalizer

SKILLS

2D/3D Multipass Compositing, Rotoscoping, Keying,
2D/3D & Planar Tracking, BG Prep, Paintout, Set
Extension, 3D Projections, Color Correction, 2D/2.5D
Relighting, Grain Matching, Matchmoving, CG
Integration, Multi-Layer Rendering, Video Editing,
Photo Editing & Manipulation, 3D Animation & Motion
Design

SOFTWARE

PRIMARY SOFTWARE (in order of competence)

Nuke, Photoshop, After Effects, Premier Pro

SECONDARY SOFTWARE (in order of competence))

Autodesk Maya, Arnold Renderer, Mocha, Unreal
Engine, Blender

LANGUAGES

Spanish (Native)

English (Second language)

French (Intermediate) 2019 TEFaQ [Test d'Évaluation
de Français pour l'accès au Québec]

VOLUNTEER

Mutek.mx [2015] Camera Operator /Animator

COURSES

Digital Photography - Omar Corona Essential
Photography [2012]

Escena - After Effects Intro [2012]

Escena - Visual Effects [Nuke] [2016]