

JORGE MACIAS

Visual Effects Compositing | Data Wrangling | Motion Graphics

OBJECTIVE

Individual specializing in fields such as VFX compositing with a solidified background in motion graphics and design. On-set data wrangling and splinter unit supervising experience. Available to travel if needed. Driven in group and individual environments. Currently searching for opportunities to expand network and experience.

EDUCATION

Texas A&M University

Bachelor of Science in Visualization

CONTACT

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Online Portfolio

jemvfx.com

LinkedIn

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SKILLS

The Foundry

- Nuke

Adobe

- Illustrator
- AfterEffects
- Photoshop
- InDesign

Boris FX

- Mocha
- SynthEyes

3D Softwares

- Maya
- Blender

Data Wrangling Softwares

- Filemaker
- Setellite

EXPERIENCE

Netflix

Visual Effects In-House Artist (*The Hawk - Season 1*)

March 2026 - May 2026

- Worked quickly and effectively to meet the tight deadline on time and on budget
- Performed multiple background cleanups, green screen set extensions, and various monitor comps
- Worked closely with show supervisor to problem solve shot challenges
- Joined the team and hit the ground running by serving as second in-house artist and taking on 80+ shots in a short amount of time

Sony Pictures Entertainment

Lead Visual Effects In-House Artist / On-Set Data Wrangler (*Spider-Noir*)

September 2024 - April 2026

- Worked closely with show supervisor to problem solve challenges both within Nuke and outside the box, on set
- Worked closely with showrunner and producers to achieve desired end-goals as well as addressed studio executive requests
- Effectively transitioned from on-set data wrangler to Sony digital compositor where I reduced the post production shot cost by tackling shots in-house
- Independently developed the in-house pipeline to facilitate shot workflow / submission
- Created / established the look of various effects that were key to the story and were implemented across multiple episodes
- Quickly addressed last-minute showrunner, producer and executive requests
- Served as the first in-house artist directly hired by Sony Pictures Entertainment
- Performed various forms of compositing to seamlessly integrate elements, simulations, and effects in order to reach photo-realism
- Served as an on-set data wrangler throughout principal photography
- Worked closely with the camera department to gather all of the necessary data required for post-production and the visual effects department
- Communicated eloquently with the on-set team to obtain key photography and scans needed for set extensions / CG integrations
- Assisted with tracking markers, chrome / matte balls, and color charts
- Worked effectively with softwares such as Filemaker Pro and Scaniverse
- Adapted quickly to the fast-paced changing environment and thoroughly understood the set etiquette

The Walt Disney Studios

Lead Visual Effects In-House Artist (*The Santa Clauses-Season 2*)

April 2023 - September 2023

- Worked independently to develop in-house pipeline in order to work remotely
- Simulated magic fx and developed the look that was spread across multiple shots
- Created / enhanced Nuke gizmos that were used to simulate snow in an easier manner
- Worked closely with show supervisor to problem solve Nuke / shot challenges with both in-house work and vendors
- On-set data wrangled and occasionally supervised splinter unit teams

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EXPERIENCE (Continued)

Netflix

Lead Visual Effects In-House Artist (*The Mother*)

June 2022 - April 2023

- Created / developed the in-house pipeline in order to deliver work quickly and efficiently
- Enhanced plates through the use of tracking, keying, and color-grading
- Created conversion working scripts in order to deliver different specs to different departments across the studio
- Worked closely with show supervisor to problem solve Nuke / shot challenges with both in-house work and vendors
- Delivered multiple showrunner tasks that involved storyboarding in post and last minute changes
- Seamlessly Rotoscoped/integrated elements onto shot plates to create photo-realistic visual effects

Hulu

Visual Effects In- House Artist (*The Orville-Season 3*)

February 2021 - June 2022

- In-house compositor working to produce quick and efficient turnarounds
- Enhanced plates through the use of tracking, keying, and color grading
- Utilized projections to perform cleanups and insert CG assets into plate photography
- Matchmove / 3D track elements into scenes seamlessly
- Animated various effects to emulate holomonitors and holograms
- Cleaned up backgrounds and performed high-level rig removals
- Designed and enhanced multiple motion graphics that were essential to the story beats
- Worked closely with showside supervisors to successfully execute show runner desires and visions

Digital Frontier FX

Visual Effects Compositor (*The Falcon and The Winter Soldier*)

November 2020 - February 2021

- Seamlessly integrated 2D and 3D elements onto plates to enhance overall look and feel of shots
- Performed background cleanup/replacements/rig removals
- Utilized projections to perform cleanups and insert CG assets onto scenes
- Adapted quickly to the team and the pipeline in order to reach deadlines accordingly
- Worked calm and collectively under pressure to produce shots that required immediate turnarounds

Flying Octopus VFX

Visual Effects Compositor (*The Abandon*)

June 2020 - August 2020

- Look developed various frost effects seen throughout the film
- Generated missile / flare simulations for a flashback war sequence
- Utilized projections to perform cleanups and insert CG assets onto scenes
- Worked alongside VFX Supervisor in order to reach deadlines quickly and effectively

Crafty Apes VFX

Visual Effects Compositor (*Perry Mason - Season 1*)

January 2020 - May 2020

- Seamlessly integrated 2D and 3D elements into plates to alter or enhance overall look and feel of shots
- Performed background cleanup/replacements/rig removals and demodernized elements to meet appropriate era of a show
- Reconstructed shots with the use of heavy stabilization and matte painting set extensions
- Utilized projections to perform cleanups and insert CG assets onto scenes
- Worked cohesively alongside the team to reach task deadlines accordingly and quickly adapted to the pipeline
- Worked calm and collectively under heavy pressure to produce shots that needed immediate turnarounds

Amazon Studios

Visual Effects In-House Artist (*Tales from the Loop*)

May 2019 - December 2019

- Seamlessly rotoscoped/integrated elements onto shot plates to create photo-realistic visual effects
- Performed background cleanup/replacements and rig removals
- Reconstructed shots consisting of heavy stabilizations and blue screen set extensions
- Worked as one of two in-house visual effects artists frequently producing, fixing, and enhancing quick turnarounds

Fox Studios

Visual Effects In-House Artist (*The Orville-Season 2*)

August 2018 - May 2019

- Animated and composited various background elements such as monitors and user interfaces
- Enhanced plates through the use of tracking, keying, and color grading
- Performed various forms and levels of beauty fixes
- Worked as one of two in-house artists rapidly outputting shots in order to meet tight deadlines and unforeseen challenges
- Produced high amounts of visual effects shots all spanning throughout 13 episodes