

Johnny Wilson

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WORK EXPERIENCE

Aug. 2009 - Present Visual Effects Compositor: **Caprica/Universal pictures.**

Programs: Combustion, Syntheyes, After Effects

Aug. 2008 - June 2009 Lead Visual Effects Compositor: **G. I. Joe The Rise of Cobra/ Paramount Pictures.**

Programs: After Effects and Boujou, Syntheyes.

Nov. 2007 - Aug. 2008 Visual Effects Compositor: **Neo Art & Logic.**

Programs: After Effects and Boujou. Neo Art & Logic is an independent production company that produces films from beginning to end, all in house from pre-production to post. Recently completed two films shot on green-screen, lots of work with Primatte, Keylight, paint and Composite Wizard. Developed effects and looks for a fantasy film creating effects, matte paintings and 3D landscapes in 3D Studio Max.

Dec. 2006 - March 2007 Director/Visual Effects Compositor: **David Arkenstone's: Myths & Legends (Gemini Sun Records).**

Myths & Legends is the 2007 release from three-time Grammy nominee David Arkenstone. 3-disk set includes 2 CDs and a DVD containing 9 music videos, six of which I produced, directed, edited and created visual effects for in four months time.

May 2004 - Nov. 2007 Compositor/visual effects artist: **Encore Hollywood.**

Programs: Combustion, After Effects and Final Cut Pro. Projects include compositing, motion graphics and design work for film, television, commercials and music videos. Shows include Nip/Tuck, House, Charmed, Deadwood, My Name is Earl, Big Love and Entourage among others.

Dec. 2002 - May 2004 Compositor/visual effects artist: **The Howard Anderson Company.**

Using Combustion and Shake I worked exclusively with 2K resolution film clips removing scratches, wires and rigs from shots, green-screen keying and compositing and various visual effects for movies.

Feb. 2002 - Dec. 2002 Storyboard coordinator: **Walt Disney Television Animation.**

As a storyboard coordinator for the Walt Disney Production of "Pooh's Heffalump Movie" my responsibilities included organizing and presenting storyboards for the film via Microsoft PowerPoint.

May 2000 - Feb. 2002 Freelance graphic artist

Various jobs included illustration for children's storybooks, logos for sports teams and textbook layout for McGraw-Hill using Quark Express, Photoshop and Illustrator.

Aug. 1999 - April 2000 Compositor/visual effects artist: **Cinema Research Corporation.**

Responsibilities included film retouch, color correction, scratch and dirt removal on film clips and the creation of mattes for film compositing on the Domino digital compositing system.

April 1998 - July 1999 Production coordinator/Production artist: **United States Sales Corporation.**

Responsibilities included building the schedules for production, assigning responsibilities for different aspects of production, proofreading, corrections, and designing and preparing materials before shipping to the printers.

Nov. 1996 - Feb. 1997 Assistant editor/ Second unit editor: **Star Trek: Starfleet Academy (Interplay Prod. Inc.).**

Starfleet Academy is an interactive movie/game starring William Shatner, Walter Koenig and George Takei. Over six hours of footage was edited on the D/Vision nonlinear editing system.

Summer 1996 Assistant editor: **Laughing Dead.** Director: Patrick Gleason, starring Patrick Gleason, Fern Finer, Nancy Rhea. Editor: Bob McFalls, Produced by Nancy Rhea. Edited on the AVID editing system.

Sept. 1995 - April 1996 Graphic artist: **Art & Sign.** As an artist for Art & Sign I used the airbrush media to reproduce album covers and movie posters on billboard sized canvases for Virgin Megastore and Tower Records Stores all over the world.

Summer 1995 Assistant editor: **Slingblade.** Director: Billy Bob Thornton. Starring: Dwight Yoakam, John Ritter, Billy Bob Thornton. Editor: Hughes Winborne. Produced by Larry Meistrich: The Shooting Gallery. Edited on D/Vision.

EDUCATION

1992-95

B. F. A., Graphic Design - Henderson State University.

1990-91

Television Production - University of Arkansas at Little Rock.

1989-90

Graphic Design - Arkansas State University.

SKILLS: Advanced user: After Effects, Combustion, Final Cut Pro, DVD Studio Pro, Photoshop, and Dreamweaver. Experience with: Shake and 3D Studio Max Syntheyes and Boujou. Other skills: storyboarding, matte painting, conceptual art, set design, freehand illustration, pen and ink, airbrush, editing, DVD authoring, web design and experience in video directing and production.