C A R A S C H R O E D E R

COMPOSITOR

CONTACT



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EXPERIENCE

FUSEFX

COMPOSITOR | AUG 2019 - PRESENT

 Working in Nuke on episodic televeision shows such as Pose, 911, Blacklist, Prodigal Son, The Walking Dead 3, American Horror Story, The Good Doctor, Black Lightning, and upcoming pilots

RENDER WRANGLER | NOV 2017 - AUG 2019

- Managed render farm in NY as well as LA and BC, and trouble shot errors in Nuke scripts as well as 3Ds Max and other CG programs
- Maintained computers on the floor and server room, and managed data between all 3 sites

ROCKSTAR GAMES

COMPOSITOR | SEPT 2016 - OCT 2017

HARISCH STUDIOS

FREELANCE RETOUCHER | JAN 2015 - PRESENT

- Retouching school portraits using photoshop
- Camera work for livestream events

DIGITAL EVOLUTION

JR COMPOSITOR / CG ARTIST | APRIL 2015 - AUGUST 2016

- Used Nuke for VFX, beauty, roto, and compositing projects
- Created hard surface product models for clients using Maya and 3ds
 Max

THE MILL

SENIOR RUNNER | SEPT 2013 - OCT 2014

- Developed skills in programs such as Maya, Nuke, and Mari
- Maintained office workflow and performed reception duties

DUNNAMIC

CG ARTIST | JULY 2011 - SEPT 2013

- Created and animated assets for medical animations using 3ds Max and After Effects
- · Created schedules and deadlines for projects

SKILLS | PROGRAMS

- The Foundry Nuke
- Autodesk Maya
- Chaos Group VRay
- The Pixel Farm PFTrack
- NVIDIA Mental Ray
- Autodesk 3ds Max
- Pixologic ZBrush
- Adobe After Effects
- Adobe Photoshop
- Adobe Filotosilo
- The Foundry Mari
- Mocha by Imagineer Systems
- html/css
- Javascript
- PHP

□ EDUCATION

BACHELOR OF SCIENCE, MAJOR IN DIGITAL MEDIA

DREXEL UNIVERSITY | 2006 - 2010

PHIADELPHIA, PA



2010 ADOBE DESIGN ACHIEVEMENT AWARDS

INSTALLATION DESIGN | SEMI-FINALIST

SENIOR PROJECT - SOCIAL GRAFFITI - TOP 25 WORLDWIDE