

MELAINA MACE

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OS: Windows, Mac OS X, Linux

SOFTWARE: Maya, XSI, ZBrush, Shake, Nuke, Photoshop, After Effects, Boujou, Vue, Illustrator, Flash, Dreamweaver, Premiere Pro

EXPERIENCE:

Scoundrel

Matte Painter | Compositor

Shows: Resident Evil: Retribution, Person of Interest, Bless Me Ultima, Toyota, Nike

Santa Monica, CA
Apr to Dec 2011

- Composed and painted high-resolution, panoramic matte paintings for 3D projection.
- Performed on location panoramic plate and HDR capture.
- Composited shots for final, including rig removal, paint-out, keying and color-correction.

Scoundrel

Jr. Matte Painter

Shows: Premium Rush, Arena

Santa Monica, CA
Jan to Apr 2011

- Performed 3D environment modeling, UV layout and texturing in Maya.
- Composed and painted 2D matte paintings and 3D projections.

Whiskytree

Matte Painting Production Assistant

Shows: Thor, Tron Legacy, Ironman 2, Rango

San Rafael, CA
Jan to Apr 2010

- Performed 3D environment modeling, UV layout in XSI and Maya.
- Assisted with 2D concepts, mattes and environments.
- Created and researched concept design.
- Provided general assistance to company and working artists.

EDUCATION: Vancouver Institute of Media Arts
Diploma, Visual Effects

Vancouver, B.C.
2009

Portland State University
B.A. English | Film

Portland, OR
2007