Cole Armstrong

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Profile

I'm a Lighter and Compositor based in Toronto and I've been working in the industry for 6 years. Primarily I've worked in feature films and episodic animation at Legend3D, StereoD, Jam Filled, Snowball Studios, SPIN VFX and DNEG. I have a very strong understanding of 3D workflows and pipelines due to my various studio experiences and education. I specialize mostly in Lighting and Compositing although I also have a 3D asset creation background and a diploma in Game Development. I love being challenged and am constantly seeking to expand my skill set and further my knowledge. I'm incredibly ambitious and am always searching for new learning opportunities (often through online courses and books).

Objective

To obtain employment at a VFX or Animation Studio while also helping to create industry leading digital art.

Technical Skills

Nuke	Maya	After Effects	Photoshop	Harmony	Houdini (Beginner)	Vue
Mocha	Zbrush	Unity	Unreal Engine	Blender	Substance Painter	Fusion

Education

Advanced Diploma in Game Development from Durham College (2016)
OSSD - R.S. McLaughlin C.V.I. (2013)

Employment

DNEG Feature Animation - Compositing Artist (June 2022 - Present)
Taking Key and Child shots from lighting and compositing them to the final approved look. Other tasks include, providing DI mattes, submitting shots to internal and director dailies, testing tools for production, etc.

Snowball Studios - Lighting and Compositing Lead (February 2022 - June 2022)
Lighting, rendering and compositing to develop the final look for Key shots for episodic 3D animation. Train artists on new workflows/techniques as well as help create templates, tools and develop solutions to optimize efficiency. Approving artists shots, assigning work, troubleshooting technical issues and giving artist notes/feedback.

Max the Mutt College of Animation, Art & Design - Lighting and Compositing Instructor (September 2021 - June 2022)
Training fourth year students on the basics of lighting and compositing using Maya, rendering in Arnold and compositing in Nuke. Supervise student lighting and compositing work as they build an animated short film for their final project.

Snowball Studios - Assistant Lighting and Compositing Lead (July 2021 - February 2022)
 Lighting, rendering and compositing to develop the final look for both Key and Child shots for episodic 3D animation. Train artists on new workflows/techniques as well as help create tools and develop solutions to optimize efficiency. Approving artists shots, assigning work, troubleshooting technical issues and giving artist notes/feedback.

Snowball Studios - Key Lighting and Compositing Artist (September 2020 - July 2021)
 Lighting, rendering and compositing to develop the final look for both Key and Child shots for episodic 3D animation. Also worked as the team's compositing effects artist often using particle systems to create effects such as exhaust flames, bubbles, rays, etc. in both Fusion and After Effects.

SPINVFX - Compositor (March 2020 - September 2020)
Composite elements and plates together to create a photo-real final look for live-action episodic and feature productions. Also create any prep work such as roto, paint work and green screen removal. Acted as designated "buddy" to help train/assist new team members settle in.

Snowball Studios - Key Lighting and Compositing Artist (September 2019 - March 2020)
 Lighting, rendering and compositing shots to develop the final look. Working as a Key Artist to create light rigs, render setups and compositing templates to be populated amongst artists with child shots. Tasks vary from plate prep, colour correcting, cg integration etc.

Jam Filled - Vue Artist (March 2019 - September 2019)
Exporting animation camera and latest set geo into Vue, then using Photoshop to create materials to procedurally populate realistic foliage around the set. Also rendered upscale set renders for show marketing.

Stereo D - 2D Animation Scene Setup Artist (January 2018 - March 2019)
Worked in Harmony importing palettes and drawing files. Checked for errors in vendor deliveries and fixed if need be. Trained new artists one on one and developed step by step instructional documents in order to answer questions and optimize workflow consistency. Worked heavily with production and supervisors to optimize the pipeline.

Stereo D - Nuke Compositor (August 2017 - March 2019)
Extracted and received vendor VFX scripts. Optimized scripts by baking down masks and elements while working to maintain all clean plates and depth information to assist departments down the pipeline. Troubleshoot any and all ingest errors in 2D scripts. This included errors regarding plugins, colour space, expression links, time remapping, etc. Worked to bake down all deep node chains and patched information lost through 2D bake. Assigned and approved my own shots while communicating frequently with production to ensure work priorities and problematic shots were completed quickly and on time. Helped new artists develop through one on one training as well as provided troubleshooting workflow and colour space guides. Was recognized on numerous occasions for above and beyond work on various shows and consistently exceeding quota.

Legend 3D - Stereo Compositor (May 2017 - August 2017)
Worked in a team based environment using Nuke and Mocha to create mattes and clean plates for stereo layers. Created and used tool sets to maintain workflow efficiency and consistency. Stereo painted artifacts and worked to troubleshoot any visual or technical issues with the final comp.

Legend 3D - Depth Artist (July 2016 - May 2017)
Worked in Mocha to track and roto 2D footage. Exported roto to use in proprietary 3D software. Modeled roto cutouts in proprietary software to create depth maps which were used later in Nuke to convert footage into stereo.