Andrew Steidtmann

VFX Compositor

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Andrew Steidtmann
North Hollywood, CA 91601
andrew.steidtmann@gmail.com

Skills

Expert with Nuke, Mocha, Photoshop, Premiere.

Experience with Unity, Blender, Maya.

Experience programming in C++, C#, Python, Java.

Strong foundation of game design concepts and 4 years of experience with Unreal Engine.

Friendly with the ability to collaborate within a diverse group of people.

Excellent eye for color and detail.

Strong knowledge of photography and lighting.

Linux Experience.

Experience

Barnstorm VFX / Senior Compositor
February 2022 - Current, Burbank CA

Compositing for TV, Commercial, and Film. Prep, Keying, Matte Painting, CG integration, Full CG shots.

Taken on additional Lead and Supervisor duties on shows with teams of 8 to 15 people where I was responsible for shot development, hero looks, and QC.

Compositing Supervision - NDA Disney+ Series.

Compositing Lead - Grey's Anatomy Season 19.

Rappid VFX / Senior Compositor
April 2021 - February 2022, Los Angeles CA

Compositing for TV, and Film. Prep, Keying, Matte Painting. Often working solo and directly with the client as a freelance artist.

Ingenuity VFX / Compositing Supervisor
Sept 2019 - March 2021, Los Angeles CA

Responsible for shot development and setting up creative hero looks for major projects - Away (Netflix), Euphoria (HBO), and SWAT (CBS).

Work directly with VFX Supervisors and represent the Compositing Department on cross-functional teams.

Communicate with clients to kick off shows and provide regular updates.

Manage a team of up to 20 artists for the duration of a show.

Collaborate with the Pipeline Development Team for in-house tools and show specific workflows.

Ingenuity VFX / Compositing Lead
August 2017 - Sept 2019, Los Angeles CA

Responsible for QC and shot approval on short term projects or sequences within larger projects.

Provided guidance on shot setups and script optimization for junior artists.

Executed more difficult and complex shots.

MPC Montreal, The Molecule, Ingenuity VFX / Comp Junior to Sr.
June 2015 - August 2017, Montreal Canada, Los Angeles CA

Education

University of Wisconsin - Stout, 2015
BFA in Entertainment Design
Minor in Computer Science