

# Jay Cassidy

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## EXPERIENCE

### **Sony Imageworks, Vancouver – Sr. Matte Painter (*Spiderverse*)**

OCTOBER 2022 - PRESENT

- Creates production-quality matte paintings for delivery to downstream departments.
- Composites complicated matte elements for both 2D and 3D delivery.

### **ReelFX, Vancouver – Matte Painting Supervisor (*The Monkey King*)**

FEBRUARY 2022 - OCTOBER 2022

- Guides a team of DMP artists of all levels, providing clear feedback to achieve the creative direction of the Client, while ensuring each artist has the tools they need to do their best work.
- Communicates staffing needs, as well as providing accurate delivery bids to production to ensure deadlines are met.
- Communicates with other department leads to ensure seamless integration of DMP in the pipeline.
- Paints and composites production-quality matte paintings on a sequence level.
- Takes on shot work at a key sequence level.

### **Cinesite, Montreal – Matte Painting Lead (*HitPig*)**

OCTOBER 2021 - MAY 2022

- Guided a DMP team of all levels, providing clear feedback to achieve the creative direction of the PD and Directors.
- Established department workflow to be implemented on future Cinesite projects (as well as documentation to clearly outline the functions).
- Worked with artists from all departments to create new toolsets to promote efficiency and simplified delivery of DMP elements.
- Provided accurate bid times to production to ensure deadlines are met with the resources we have.
- Worked closely with the Lighting/Rendering/Compositing departments to ensure their DMP delivery needs are met.
- Communicating with other departments leads to ensure seamless integration of DMP in the pipeline.
- Created production-quality matte paintings on a shot and sequence level.

### **Animal Logic, Vancouver – Matte Painter (*Superpets*)**

JANUARY 2021 - OCTOBER 2021

- With guidance from DMP Lead and PD, created production-quality matte paintings for delivery to downstream departments.
- Composited complicated matte elements for both 2D and 3D delivery.

## SKILLS

Design/Visual  
Development  
  
Color Scripting  
  
Matte Painting/Projection  
  
Compositing  
  
Lighting (3D)  
  
Motion Graphics  
  
Look Development  
  
Modeling/Sculpting

## SOFTWARE

Adobe Photoshop,  
Illustrator, Premiere, After  
Effects  
  
Katana  
  
ZBrush  
  
Nuke  
  
Mari  
  
Autodesk Maya & Mudbox  
  
Shotgun  
  
ToonBoom  
  
UE4  
  
Houdini  
  
Terragen

## LANGUAGES

English, French

## **Cinesite, Vancouver –Senior Designer (*The Addams Family 2*)**

SEPTEMBER 2020 - JANUARY 2021

- Provided external departments with clear breakdowns of sets and environments based on initial concept art.
- Created 2D Surfacing look targets and material breakdowns.
- Designed and provided accurate orthographic views of props, sets, and environments.

## **Bron, Vancouver – Design & Matte Painting Lead (*The Willoughbys, Henchmen*)**

FEBRUARY 2016 - AUGUST 2020

- Worked closely with the Production Designer to provide clear look targets and designs to ensure the creative vision was being well communicated to all departments.
- Guided team(s) of designers and matte painters, providing clear feedback, supporting artists, and delegating tasks to ensure the production schedule was met.
- Created production-quality matte paintings on a shot and sequence level.
- Reworked the DMP pipeline to enable better communication and delivery to external departments (and provided documentation for all changes implemented).
- Was responsible for pitching, designing, animating, and compositing, the End Credit Sequence for *The Willoughbys*

## **EDUCATION**

### **Vancouver Film School, Vancouver, BC — Diploma**

JANUARY 2015 - JANUARY 2016

Graduated from the **3D Animation & Visual Effects** program with honors.

### **Vancouver Film School, Vancouver, BC — Diploma**

OCTOBER 2013 - OCTOBER 2014

Graduated from the **Foundation & Visual Arts** program with honors.

### **Emily Carr University of Arts & Design, Vancouver, BC**

SEPTEMBER 2009 - APRIL 2011

Completed the fine arts Foundation program before moving towards an illustration major.