

Jay Cassidy

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WORK EXPERIENCE

Aardman | *Shaun The Sheep: The Beast of Mossy Bottom*

July, 2025 – May, 2026

Lead DMP Artist | *September, 2025 – Present*

Remote, France

- Designed, painted, and delivered production-ready matte paintings.
- Colour Key Artist | *July 2025 – September, 2025*
- Created a colour script for key moments in the film, determining mood, lighting, and composition.

Sony Imageworks | *G.O.A.T*

Jan. 2025 – Aug. 2025

Lead DMP Artist *Acting DMP Supervisor from February 2025

Vancouver, Canada

- Lead a team of DMP and MGFX artists of varying levels.
- Responsibilities:
 - Accurately bid and cast sequences according to production and artistic needs.
 - Held daily reviews and provided constructive feedback to guide artists towards final delivery.
 - Collaborated with other departments to ensure clean and efficient delivery for complicated tasks.
 - Created a workflow and template to best suit the needs of the show.

Aardman | *Wallace & Gromit : Vengeance Most Fowl*

Aug. 2023 – Aug. 2024

Lead DMP Artist

Remote, Australia

Flying Bark | *Stranger Things*

May. 2023 – Aug. 2023

Sr. Prop Designer

Sydney, Australia.

Sony Imageworks | *Spiderman: Across the Spideverse*

Oct. 2022 – May. 2023

Sr. DMP Artist

Vancouver, Canada

Reel FX | *The Monkey King*

Feb. 2022 – Oct. 2022

DMP Supervisor

Vancouver, Canada

Cinesite | *HitPig*

Oct. 2021 – May 2022

DMP Supervisor

Vancouver, Canada

Animal Logic | *Superpets*

Jan. 2021 – Oct. 2021

DMP Artist

Vancouver, Canada

Cinesite | *Addam's Family 2*

Sept. 2020 – Jan. 2021

Sr. Prop and Environment Designer

Vancouver, Canada

Bron | *Henchmen, The Willoughbys*

Jan. 2016 – Aug. 2020

Lead DMP Artist and Design TD | *January 2017 - August 2020*

Burnaby, Canada

- Responsibilities:
 - Bid sequences, designed, painted, and composited DMP's for final delivery.
 - Created a robust Matte Painting pipeline with an efficient workflow..
 - Designed & delivered breakouts of key props and environments from concept to final.
 - Acted as the liaison between 2D design and 3D departments.
 - Created all aspects of the 'Paper Stop Motion' Sequence, and the end credits.

Lighting Artist and DMP Artist | *January 2016 - January 2017*

- Lit and composited key and child shots for final delivery.

EDUCATION

Vancouver Film School *Diploma in 3D Animation and Visual Effects*

2014 - 2016

- GPA: 4.0

Emily Carr University *Illustration*

2009 - 2011

SKILLS & INTERESTS

- **Software:** Adobe Suite (Photoshop, AE, Premier), Nuke, Katana, Maya, Blender, Substance, Mari, UE
- **Skills:** Leadership, Organization, Time Management, Creative Solutions
- **Languages:** English, French
- **Interests:** Running, Travel, DIY Anything, Cooking/Apéro, *MBMBAM* (Podcast), EXIT Board Games