

David Hamner

visual effects editor

davidhamner@gmail.com

404.576.5922

Objective

Creative visual effects artist and editor with skills in timeline editing and node based compositing, and additional experience in motion graphics, hard surface modeling, and CG lighting and texturing seeking challenging employment with an innovative studio environment.

Proficiencies

Adobe Creative Suite: Premiere, Photoshop, After Effects, Audition, Illustrator
The Foundry Nuke X and Nuke Studio
Autodesk Maya 2015

Experience

Editor and Production, fxphd.com - fxguide.com, Sept 2010 - Oct 2015

- Weekly editing of 10+, hour long tutorial videos for web
- Audio cleanup and multi-camera video sync
- Authoring and distribution of tutorials
- Editing and distribution for weekly and monthly podcasts
- File ingest, organization and archiving
- Gaffer, grip and camera operator: RED One, RED Scarlet, Blackmagic Cinema, Canon 7D MKII
- Forum moderator and customer support

Composer, JBrothers Entertainment , August 2015 (three shot contract)

- Tracking and roto, cleanplating, effects element integration

Education

BFA Visual Effects, Savannah College of Art and Design
Minor in Technical Direction

Achievements

Graphic artist for Ocean Survivor, a Flash awareness game for the Ocean Legacy Organization, an NPO for ocean conservation.

Visual effects demoer for state senators and Georgia Director of Entertainment Development.

Earthwatch Student Challenge Awards program expedition: "Transient Phenomena in Astrophysics" held at Fenton Hill Observatory of the Los Alamos National Laboratory. Site development and research.