



JASON M BERGMAN

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SOFTWARE : Primary Software: Nuke, Flame

EMPLOYMENT:

Freelance Artist:
Senior Compositor
May 2021 - Present

The Mill:
VFX Supervisor
Senior Nuke Lead
Trainer
August 2013- May 2021

Freelance Artist:
Senior Compositor
March 2013 - August 2013

Zoic Studios:
Senior Nuke Compositor
Junior Flame Compositor
November 2010 - March 2013

ICO VFX:
Lead Compositor
Trainer
January 2010 - October 2010

Freelance Artist:
VFX/Motion Graphic Artist
April 2009 - December 2009

Row 27 Studios:
Motion Graphic Artist
July 2008 - April 2009

Parliament (Feb 2022 - Present) - Commercial VFX Supervisor
WETA Digital (Aug 2021 - Feb 2022) - Sr. Compositor, Peacemaker
Chicken Bone (May 2021 - Aug 2021) - Sr. Compositor, Foundation

In charge of leading large teams on very CG heavy projects in both Nuke Studio and Flame Assist. Work directly with clients and directors, bid projects and attend shoots as VFX Supervisor.

Implimented a full Nuke training program for new artists, In charge of managing and training new artists, and submit my referrals to the heads of the department when I believe they are ready to become Junior Artists.

Psyop (May 2013 - Augu 2013) - Sr. Nuke & AE Compositor, various commercials
MPC (Mar.-May 2013) - Sr. Nuke Compositor: Fast 6, and The Lone Ranger

Moved Junior Nuke Compsitor for the commercial and gaming department and promoted to Senior Nuke Compositor and Lead within the first year. Developed looks and FX for projects including the 2013 VES nominated, Falling Skies.

Completed 4 months of Flame training under the direct supervision of our staff Flame artist and 2D Supervisor. Assisted on projects as well as my own client sessions.

Lead Compositor on multiple projects. Developed proprietary stereoscopic conversion software. Team lead on three stereoscopic features.

Mumbai, India - Relocated for 1 month to impliment and train 20 individuals to properly use, Nuke, After Effects and Mocha for rotoscoping and tracking.

Famous Group (Aug.-Dec. 2009) - Compositor/MoGraph: various commercials
Almost Human (Jun.-Aug. 2009) - Compositor - Fear Clinic
Sam Hurwitz (Apr.- Oct. 2009) - Compositor/MoGraph: various commercials

Motion Graphic Artist and Video Producer. Individually responsible for completing 30 second to 1 minute commercials from start to finish for college sports teams. Conceptualized each project, wrote copy, edited, sound design and completed all motion graphics.

AWARDS:

2022 VES Awards: Winner: Outstanding VFX in a Photoreal Episode - Foundation
2020 VES Awards: Nominated for Outstanding Compositing - Feeding America - Faces of Hunger
2018 HPA Awards: Winner: Outstanding VFX in a Commercial - KIA -
2012 VES Awards: Nominated for Outstanding Compositing - Jeep Call of Duty
2010 Streamy Award: Winner: Best VFX in a Web Series - Fear Clinic

EDUCATION: **The Art Institutes International:** Bachelor's of Science in Visual Effects and Motion Graphics
October 2004 - March 2008
Minneapolis, MN
Graduated with Honors