

Brandon McMenamin

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SUMMARY

Digital Compositor/VFX Generalist

EXPERIENCE

Senior Compositor

Zoic Studios

12/2025-03/2025

- Responsible for 2D compositing and motion graphics for multiple TV shows, Films, and commercials.
- Helped assist junior artists with techniques and workflows.
- Worked with producers and clients to ensure high standards and visions are met.

Lead Compositor

Magnopus

06/2024-12/2025

- Responsible for 2d compositing on The Wizard of Oz for the Sphere.
- Previs, layout, creating templates and techniques for vfx vendors.
- Interviewing and training new team members.
- Integrating AI elements into the plates.

Senior Compositor

Zoic Studios

02/2019-04/2025

- Responsible for 2D compositing and motion graphics for multiple TV shows, Films, and commercials.
- Helped assist junior artists with techniques and workflows.
- Worked with producers and clients to ensure high standards and visions are met.

Compositor

Aaron Sims Creative

12/2017-01/2019

- Responsible for creative, technical compositing, and finishing of shots for a multitude of projects.
- Concept design, Lighting/Look Dev using Vray and Arnold for Maya.
- Developed technique and template Nuke scripts.
- Assisted with mentoring junior artists.
- Compositing Supervisor/Lead in charge of 10 compositors of varied skill levels.
- Assisted VFX Supervisor with project bids.

Senior Compositor

Legend FX VR

2015-12/2017

- Responsible for 2D compositing, motion graphics, lighting, and look dev for feature film and VR projects.
- Help assist junior artists with techniques and workflows.
- Work with producers and clients to insure high standards and vision are met.

Stereo Compositor

Legend 3D

10/2012-2015

- Responsible for 3D compositing and artifact removal, complex clean plate creation, rotoscoping, and advanced matte extraction.
- Problem solving and implementation of vendor vfx scripts to work within a stereo pipeline.
- Member of the compositing beta team that test and helps create custom nuke nodes, and responsible for teaching the new tools and techniques to my comp team.

Digital Compositor

Axe Giant: The Wrath of Paul Bunyan

12/2011-8/2012

- Responsible for compositing various shots.
- Duties include; blue/green screen removal, 2d tracking, CG modeling/texturing/animation, and color correction.

Visual Effects Artist

Marie Parie

10/2011-01/2012

- Responsible for compositing various shots including; greenscreen removal, cg animation, matte painting, and color correction.

Visual Effects Artist

Louden Swain	10/2012
<ul style="list-style-type: none"> • Responsible for matte painting and environment creation, effects animation, and compositing. 	
Visual Effects Artist	
Kreig	10/2011
<ul style="list-style-type: none"> • Responsible for the creation of a cg plane fly through. • Duties included; texturing, lighting, animation, modeling, and multipass compositing. 	
Digital Artist	
A Girl, A Boy, A Space Helmut	10/2010-12/2010
<ul style="list-style-type: none"> • Responsible for the creation of digital environments, and compositing of multiple cg and live action elements. Lead Visual Effects Artist 	
Visible Scars	05/2011-11/2011
<ul style="list-style-type: none"> • Responsible for the completion of 68 vfx shots. • Duties included; keying, paint and rotoscoping, matte painting, 2d tracking, fire simulation, compositing. Matte Painter/ Compositor 	
Transcendence	04/2011-06/2011
<ul style="list-style-type: none"> • Responsible for the creation of multiple matte paintings and final compositing of multiple shots. • Duties included; 3d modeling, animation, texturing, lighting, and multipass compositing. 	
Compositor	
The Case of the Missing Yard Gnome	04/2011-05/2011
<ul style="list-style-type: none"> • Responsible for the final compositing of multiple shots. • Duties included; particle animation, paint and rotoscoping, object removal, and 2d tracking. 	
Compositor/ Matte Painter/ 3D Animator	
Scraps	03/2011-05/2011
<ul style="list-style-type: none"> • Responsible for the creation of digital environments, and compositing of all elements. • Duties included; greenscreen keying, rotoscoping, matte painting, cloth simulation animation. 	
Visual Effects Supervisor	
David Espy Productions	05/2010-10/2010
<ul style="list-style-type: none"> • Responsible for the creation and compositing of all digital elements, ranging from cg environments, matte painting, rotoscoping, final compositing. • On set supervisor overseeing seeing greenscreen set up. 	
Visual Effects Supervisor	
Sensitive Artist Productions	03/2010
<ul style="list-style-type: none"> • Responsible for set extension matte painting. • 3D environments, particle effects, and various compositing for the short film "The Dream Factory". 	
Visual Effects Supervisor, Compositor. Matte Painter	
Impact Features, Route 7 Productions	09/2009-03/2010
<ul style="list-style-type: none"> • Responsible for the creation of a matte painting, 3D elements and various composites for the short film "Never Winter". 	

EDUCATION

Bachelor of Art

The Art Institute of Colorado • Denver, CO • 2008

- Visual Effects and Motion Graphics.

Associates Degree

Collins College • Tempe, AZ • 2002

- Occupational Studies in Animation.

AWARDS & HONORS

Best of AI Siggraph Demo Reel

2009

Certificate of Excellence

The Art Institute of Colorado • 2008

Circle of Excellence Award

The Art Institute of Colorado • 2008

Award of Merit winner

2018

• Special effects/animation Krieg.

SKILLS

Compositing, Multipass CG Compositing, 2.5D/3D Compositing, Stereo Compositing, Clean Plating, Color and Light Matching, 3D and 2D Camera Tracking, Motion Graphics, Matte Painting, Projection Mapping, Texturing, 3D and 2DAnimation, Lighting, Paint and Rotoscoping, Modeling, Stereo Paint and Artifact Removal, ComfyUI, Veo3

NUKE, SHAKE, COMBUSTION, AFTER EFFECTS, MAYA, HOUDINI, VUE, ZBRUSH, CINEMA 4D, PF TRACK, SYNTH EYES, MOCHA PRO, FINAL CUT PRO, PREMIERE, PHOTOSHOP, ILLUSTRATOR
