

B e n j a m i n H e n d r i c k s

seagoat@gmail.com

(778) 926 – 2665

Vancouver

work -----

Reel: <https://vimeo.com/8756528> (password 2019)

Compositing / Lighting / CG / S3D Supervisor [Sony Imageworks](#), 2011 – present

- Compositing / Lighting / CG Supervisor on [Mulan](#), [Spider-Man: Into the Spider-verse](#), [Emoji](#), [Alice: Through the Looking Glass](#), and [Pixels](#).
- Stereo Compositing Supervisor on [Green Lantern](#), [The Amazing Spider-Man](#), [Smurfs 2](#), and [The Amazing Spider-Man 2](#).
- Designed workflows and supervised output from all departments including Roto, Paint, Matchmove, Layout, Anim, FX, CFX, Lighting, and Compositing.
- Worked closely and directly with client-side creatives and producers to meet their shifting needs and deadlines.
- As an “on the box” supervisor, I fixed/finaled many shots in order to keep our talent tasked most efficiently.
- Designed Imageworks’ first native stereo pipeline on The Amazing Spider-Man. Multiple patents held.
- Designed and supervised conversion elements delivery pipeline to cut element creation/delivery costs to one-quarter of previous Imageworks shows, virtually eliminating kickbacks.

Stereo Compositing Supervisor [Method](#) and [Dreamworks Animation](#), 2010

Shows included [Halo Hope](#), [Pirates of the Caribbean 4](#), [Transformers 3](#), [Shrek the Third](#).

Composer / Lighter / Stereo TD [Sony Imageworks](#), 2007 – 2010

Shows included [Alice in Wonderland](#), [G-Force](#), [Beowulf](#).

[Further elaboration on work experience available by request.]

Software: Nuke, Maya, Katana, Arnold, Mental Ray, Renderman, Zbrush, Mari, Substance, Realflow.

Scripting: MELscript, Nuke TCL, Python, Unix, JavaScript, HTML / CSS.

education -----

Master of Fine Arts, Animation

[University of Southern California](#)

Bachelor of Fine Arts, Cinema

[San Francisco State University](#)

references -----

David Kalbeitzer

Executive, Disney Imagineering
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Danny Dimian

VFX Supervisor, Sony
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Carey Smith

Senior Producer, Sony
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Jay Redd

VFX Supervisor (formerly Sony)
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