

# Ryan Dutour

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**Objective** To provide superior visual effects, using my experience and education, while continuously learning and improving my skills.

**Employment**      **07/13 - Present**                      **Artifex Studios**                      **Vancouver, B.C.**

**Senior Compositor**

- Composited 3D and 2D elements for multiple shows including "Almost Human" and "Continuum".

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**10/11 - 04/13**                      **Rhythm & Hues**                      **Vancouver, B.C.**

**Lead Compositor**

- Composited 3D and 2D elements for the feature film "Percy Jackson: Sea of Monsters". Lead a team of 9 compositors, assigned shots, ran team dailies, responsible for setting up default templates and helped with problem solving technical issues.

**Senior Compositor**

- Composited 3D and 2D elements for the following feature films "Snow White and the Huntsman".

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**09/11 - 10/11**                      **Gener8**                      **Vancouver, B.C.**

**Senior Stereo Compositor**

- Composited 2D to 3D conversion for the feature film "Ghost Rider: Spirit of Vengeance".

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**06/11 - 07/11**                      **Goldtooth Creative**                      **Vancouver, B.C.**

**Senior Compositor**

- Composited 3D and 2D elements for high end video game cinematics.

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**02/11 - 05/11**                      **Rising Sun Pictures**                      **Adelaide, Australia**

**Senior Compositor**

- Composited 3D and 2D elements for the feature film "Harry Potter and the Deathly Hallows pt.2".
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<b>03/10 - 02/11</b>	<b>Zoic Studios</b>	<b>Vancouver, B.C.</b>
<b>Senior Composer</b>		
<ul style="list-style-type: none"><li>Composited 3D and 2D elements for multiple feature projects including "RED", "Limitless" and "Red Riding Hood".</li></ul>		
<b>06/08 - 10/09</b>	<b>CIS Vancouver</b>	<b>Vancouver, B.C.</b>
<b>Composer</b>		
<ul style="list-style-type: none"><li>Composited 3D and 2D elements for multiple feature projects including: "Invictus", "Twilight" and "Aliens in the Attic".</li></ul>		
<b>07/06 - 05/08</b>	<b>Supernatural Films</b>	<b>Burnaby, B.C.</b>
<b>Composer</b>		
<ul style="list-style-type: none"><li>Composited 3D and 2D elements for the show "Supernatural".</li></ul>		
<b>06/03 - 08/04 &amp; 04/06-07/06</b>	<b>Bardel Entertainment</b>	<b>Vancouver, B.C.</b>
<b>Composer</b>		
<ul style="list-style-type: none"><li>Composited 3D and 2D elements for multiple shows including: "Silverwing", "Dragons: Fire and Ice", "Dragons: Metal Ages", and "Viva Pinata".</li></ul>		
<b>04/06 - 09/06</b>	<b>AI Burnaby</b>	<b>Burnaby, B.C.</b>
<b>Instructor</b>		
<ul style="list-style-type: none"><li>Teaching compositing and Visual Effects techniques like 3D and 2D tracking and keying.</li></ul>		
<b>10/04 - 03/06</b>	<b>Stargate Digital</b>	<b>Vancouver, B.C.</b>
<b>Composer</b>		
<ul style="list-style-type: none"><li>Composited 3D and 2D elements for multiple shows including "Supernatural", "Into the West", "Earthsea", "Deadzone" and "Killer Instinct".</li></ul>		

**Education**      2001-2002      **AI Centre for Digital Imaging & Sound**      **Vancouver, B.C.**  
Visual Effects Digital Animation Masters (VEDAM)

**Software**      Nuke, Shake, After Effects, Elastic Reality and Boujou