



Martin Fischer

Senior VFX Compositor

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Citizenship: German Citizen / Canadian PR

Working Experience

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| 02/2020 – 06/2020 | Position: Senior VFX Compositor Project: 'Unhinged' Company: Solstice Studios (Vancouver, Canada) |
| 10/2019 – 02/2020 | Position: Senior VFX Compositor Project: 'Upload' 'The Main Event' Company: Fuse Fx (Vancouver, Canada) |
| 06/2019 – 09/2019 | Position: VFX Compositor Project: Terminator - Dark Fate' Company: Industrial Light & Magic (Vancouver, Canada) |
| 01/2019 – 06/2019 03/2018 – 06/2018 12/2016 - 04/2017 | Position: VFX Compositor Project: 'The King' 'MIB International' 'Hobbs and Shaw' 'Ant-Man and the Wasp' 'Annihilation' , 'The Mummy(2017)' 'Wonder Woman' Company: Double Negative (Vancouver, Canada) |
| 09/2018 – 01/2019 08/2016 - 12/2016 | Position: VFX Compositor Project: 'Legends of Tomorrow' 'Deadly Class' 'Beyond' Company: Zoic Studios (Vancouver, Canada) |
| 07/2018 – 08/2018 02/2016 – 06/2016 06/2015 - 12/2015 | Position: Senior / VFX Compositor Project: 'The Predator (2018)' 'Suicide Squad' 'Fantastic Four' 'Martian' 'Junglebook' Company: The Moving Picture Company (Vancouver/Montreal/London, Canada/UK) |
| 11/2017 - 03/2018 | Position: VFX Compositor Project: 'Avengers 3 - Infinity War' Company: Method Studios (Vancouver, Canada) |
| 04/2017 - 11/2018 | Position: Senior VFX Compositor (Staff) Project: 'Mech-X4' Company: Atmosphere Vfx (Vancouver, Canada) |
| 11/2014 - 05/2015 | Position: VFX Compositor (Staff) Project: 'Furious7' 'Dr. Proktors Bubble in the Bathtub' Company: Pixomondo (Stuttgart, Germany) |
| 02/2010 - 08/2014 | Position: VFX Compositor (Freelancer,Staff) Project: several Feature Films / TV Features & Series / Commercials Company: various in Germany (see LinkedIn) |
| 11/2006 - 04/2010 | Position: 3D-Artist, Level Designer in Game Industry (Freelancer) Project: several PC- and Browser Games Company: various in Germany (see LinkedIn) |

Education

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| 2004 - 2006 | College degree Game Designer L4 Institute for digital Communication Berlin, Germany |
| 2002 - 2004 | different job experiences |
| 1999 - 2002 | Highschool 'Lise Meitner' Falkensee, Germany |
| 1996 - 1999 | Highschool 'Bertolt Brecht' Brandenburg/Havel, Germany |
| 1990 - 1996 | Elem. School 'Grundschule 7' Hohentuecken' Brandenburg/Havel, Germany |

Software Skills

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| Windows XP/7/8 | ■ ■ ■ ■ □ |
| Linux | ■ ■ ■ □ □ |
| Mac OS X | ■ ■ □ □ □ |
| Nuke | ■ ■ ■ ■ ■ |
| Fusion | ■ ■ ■ □ □ |
| After Effects | ■ ■ □ □ □ |
| Photoshop | ■ ■ ■ ■ □ |
| Davinci Resolve | ■ □ □ □ □ |
| PF Track | ■ ■ □ □ □ |
| Boujou | ■ ■ □ □ □ |
| Mocha | ■ ■ ■ ■ □ |
| 3ds Max | ■ ■ ■ ■ □ |
| Maya | ■ ■ ■ □ □ |
| Silo | ■ ■ □ □ □ |
| Deadline | ■ ■ □ □ □ |
| Tractor | ■ ■ □ □ □ |
| Shotgun | ■ ■ ■ □ □ |

CG/VFX Skills

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| Compositing | ■ ■ ■ ■ ■ |
| Modeling | ■ ■ ■ □ □ |
| Texturing | ■ ■ □ □ □ |
| Animation | ■ ■ □ □ □ |
| Rendering | ■ ■ □ □ □ |
| Python | ■ ■ □ □ □ |
| JavaScript | ■ □ □ □ □ |
| MaxScript | ■ □ □ □ □ |
| TCL Expression | ■ ■ □ □ □ |
| Pyside/PyQT | ■ □ □ □ □ |

Languages

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| German | Native |
| English | Fluent |
| Russian | Basic |