

STEPHANIE GADSDEN

sgadsden.com
gadsdenvfx@gmail.com

EDUCATION

Lost Boys | School of Visual Effects
(Vancouver, BC) Advanced Visual Effects
Compositing (Diploma)
2017-2018

SAE Institute (Mexico City)
Digital Animation (Bachelor's Degree)
2012-2015

EXPERIENCE

Squeeze Animation (Montreal, QC)
Compositor (December 2020-Present)

Method Studios (Montreal, QC)
Compositor (September 2018-June 2020)

Atomic Fiction (Montreal, QC)
Compositor (18 June 2018-September 2018)

Umedia (Vancouver, BC)
Junior Compositor (29 March 2018-16 May 2018)

Stargate Studios (Vancouver, BC)
Compositing Practicum Student (29 Jan 2018-23
March 2018)
- The Happy Time Murders (2018)

Compositor/ Motion Graphics Artist
Freelancer (2015-Present)
- Check my LinkedIn profile for freelance projects.

Content at TERAN TBWA (Mexico City)
Junior Motion Graphics Artist (March 2016-July 2016)
TV spots & commercials for a telecommunications
company (izzzi).

Maligno VFX [Lemon Films] (Mexico City)
CGI Generalist (Feb 2015-Sept 2015)
- KM 31 Sin Retorno (Movie)
3D Character Animation, Tracking, Matchmove with
3Dequalizer

SKILLS

2D/3D Multipass Compositing, Rotoscoping, Keying,
2D/3D & Planar Tracking, BG Prep, Paintout, Set
Extension, 3D Projections, Color Correction, 2D/2.5D
Relighting, Grain Matching, Matchmoving, CG
Integration, Multi-Layer Rendering, Video Editing,
Photo Editing & Manipulation, 3D Animation & Motion
Design

SOFTWARE (from more proficient to less proficient)

Nuke, After Effects, Autodesk Maya, Arnold Renderer,
Photoshop, Unreal Engine, World Creator, Mocha
Pro, Premiere Pro, Blender.

LANGUAGES

Spanish (Native) English (Bilingual) French
(Conversationalist)

VOLUNTEER

Mutek.mx [2015] Camera Operator /Animator

COURSES

Digital Photography - Omar Corona Essential
Photography [2012]

Escena - After Effects Intro [2012]

Escena - Visual Effects [Nuke] [2016]

INTERESTS

Film, Post-Production, Science, Science-Fiction,
Photography, Music, DJing.