



509.690.8187

RolandPorth@gmail.com

RolandPorth.com

EDUCATION

The Digital Animation & Visual Effects School

Orlando, FL

VFX Production, Diploma

• 2016

The University of Texas at Austin

Austin, TX

BSc in Radio, Television, and Film

• 2005



TECHNICAL SKILLS

- Nuke X
- Mocha Pro
- V-Ray / Mental Ray
- Maya / Modo / Z-Brush
- Adobe
 - Photoshop
 - After Effects
 - Premiere Pro
 - Illustrator
 - Flash
 - Dreamweaver
 - Fireworks
- Final Cut Pro / Avid
- ProTools
- Microsoft Windows / Mac OS X
- Microsoft Office / Apple iWork
- HTML / CSS / Javascript

Roland Porth

VFX Artist

EXPERIENCE

CRAFTY APES VFX

DIGITAL COMPOSITOR/COMPOSITING ARTIST

NOV 2021–SEP 2023

"SPIDER-MAN: NO WAY HOME", "MOON KNIGHT", "STRANGER THINGS", "CREED III", "VIOLENT NIGHT", "THE STAIRCASE", "TILL", "THE BEANIE BUBBLE", "THE OUT-LAWS", "THEY CLONED TYRONE", "THE FIRST LADY"

- Worked closely with Supervisors and project Coordinators to meet deadlines
- Delivered shots: keying, roto, paint, tracking, cleanplating, set extensions, and CG integration
- Exceeded producer expectations with speed, consistency, and ingenuity of delivered shots.
- Set project-wide style language for screen replacements with GUI animations and CRT moire

TYLER PERRY STUDIOS

DIGITAL COMPOSITOR, TPS POST

AUG 2019–OCT 2021

"SISTAS", "THE OVAL", "TYLER PERRY'S ASSISTED LIVING", "HOUSE OF PAYNE", "BRUH", "YOUNG DYLAN"

- Collaborated and communicated within a team to quickly deliver consistent shots
- Networked closely with Supervisors and Coordinators to meet and beat deadlines
- Refined shots by keying, roto, paint, tracking, clean plating, and set extensions
- Enhanced shots with muzzle flashes, blood, smoke, 3D elements, and screen replacements

BENTO BOX ENTERTAINMENT

LEAD COMPOSITOR, "MOON AND ME"

APR 2019–AUG 2019

- Worked closely with Supervisors and Coordinators
- Led a creative team to ensure delivery of high quality shots
- Mentored and supported junior to mid-level artists
- Developed and integrated creative solutions to problems

COMPOSITOR, "MOON AND ME"

SEP 2017–APR 2019

- Seamlessly integrated the various layers and elements of shots
- Keyed and replaced bluescreens with designed backgrounds
- Integrated practical effects elements and stop motion elements into shots
- Worked and communicated within a team to deliver consistent shots

THE DAVE SCHOOL

TEACHING ASSISTANT

AUG–SEP 2017

- Tutored students following lectures on software, theory, history, technique, and aesthetics
- Supervised students' lab work and offered critiques and opinions
- Assisted with Grade keeping and reported daily attendance
- Fostered a productive and positive classroom environment

GENERALIST ON "THE STAR WARS" CONCEPT TRAILER JUN–AUG 2017

- Modeled and Rigged Death Star Bottomless Pit Environment
- Textured and rigged asset lights for Y-Wing Vehicle
- Tracked Shots for Integration into CG Backgrounds
- Extracted multiple elements from original green screen plates and composited into multi-pass CG Landing Pad environment

GENERALIST ON EVERYTIME MUSIC VIDEO

SEP–DEC 2016

- Modeled, Rigged, and Textured Book prop and '80s Performance Background Environment
- Tracked 3D Cameras from original plates
- Integrated moving glow effects into original plates
- Extracted talent and composited into multi-pass CG Movie Theater Exterior environment

AWARDS

EAGLE SCOUT

BOY SCOUTS OF AMERICA, TROOP 70; AUSTIN, TX

NOV 2000