

Christopher Vazquez

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Summary

I am a visual effects artist with a decade of experience specializing in digital compositing. In my role as a Compositing Supervisor, I have successfully built, developed, and managed projects while mentoring emerging talent. Throughout my career, I have contributed to over 160 productions at esteemed studios, including Industrial Light and Magic (ILM), Barnstorm VFX, Sony, and Ingenuity Studios.

Driven and passionate about bringing creative projects to life. Additionally, I possess excellent communication skills and am bilingual in English and Spanish.

Skills

Nuke X	Compositing	Digital Matte paintings
Mocha Pro	Roto/Paint	Deep Compositing
After Effects	Matchmove 2D	3D Projections
Photoshop	3D Tracking	Matte Extractions

Experience

Industrial light and Magic (ILM)

Feb 2025 - Jun 2025

Digital Compositor

- Superman (2025)
- NDA - Feature Film
- NDA - Feature Film

Industrial light and Magic (ILM)

Nov 2022 - Jun 2024

Digital Compositor

- The Creator - Feature Film - **VES**, VFX award winner - **Oscars** VFX nominee
- Haunted Mansion (2023) - Feature Film
- Ahsoka - TV Mini Series
- Candy Cane Lane - Feature Film
- The Acolyte - TV Series
- Transformers One - Animated Feature Film
- Twisters - Feature Film

Outpost VFX

May 2022 - Oct 2022

Senior Compositor

- Westworld - TV Series, Season 4
- Avatar: The last Airbender - TV Series, Season 1
- Renfield - Feature Film

Industrial light and Magic (ILM)

Feb 2022 - Apr 2022

Digital Compositor

- Obi Wan Kenobi - Limited Series

Ingenuity Studios

Sep 2017 - Feb 2022

Compositing/Digital Matte Painting Supervisor

Sep 2021 - Feb 2022

- Started and managed the DMP department.
- Responsible for developing workflows and tools.
- Maintained communication with Producers, Leads and Supervisors.

Compositing Supervisor • Miracle Workers - Season 3 • Supervised a total of 776 Shots. Completed in a period of 3 months • Managed and Supervised between 20 and 25 artists plus additional outsource communication. • Shots included DMP's, CG and Comp work. • Young Rock - Season 1 • Supervised a total of 336 Shots. • Largest sequence, 146 shots that required CG crowds and CG bleachers. • Worked closely with the CG Lead and supervisor to develop the final look of CG renders. • Planning and execution of the show. • The Conjuring (3): The Devil Made Me Do It - Feature Film • Supervised a total of 52 shots. • Shots included CG, FX and Comp work.	Jan 2021-Sep 2021
Lead Compositor • Guided teams of artists on multiple shows. • Responsible for look development and hero shots. • Provided quality control, tech checks.	Aug 2018 - Dec 2020
Digital Compositor • Created set extensions and matte paintings.	Sep 2017- Aug 2018
Proof Post Visualization Digital Compositor • Disney's Wrinkle in time - Feature Film	Aug 2017 - Aug 2017
Gradient Effects Roto/Paint and Digital Compositor • Thor Ragnarok - Feature Film • The Last Ship - Season 4	Jun 2017- Aug 2017
Sony Television Digital Compositor • Worked on multiple Sony TV shows.	Feb 2017 - Jun 2017
Barnstorm VFX Digital Compositor • Created set extensions and light matte paintings. • Assisted other artists in learning the studio workflow. • Episodic television.	Jul 2015 - Feb 2017
Legend 3D Stereo Compositor • The Walk - Feature Film • Poltergeist - Feature Film • Insurgent - Feature Film	Nov 2014 - May 2015
Eurolux Patio Freelance - Product Photography • Staged, lit and photographed Eurolux Patio products.	Oct 2014 - Mar 2015
Education The Art Institute of California-San Diego • Bachelor of Science, Media Arts and Animation.	March 2014