

Jayson A. Davis

M: +1 (619) 991.0344

jayson.a.davis@gmail.com

www.jaysondavis.com

Work Experience

Compositor, Scanline VFX, Los Angeles, CA Oct. 2021 - Nov. 2023
Prepared and finalized shots for TV and Films; rotoscope, clean-plate, rig-removal, 2D/3D tracking, camera projection, color correction, keying, set extensions, character replacement, post visualization, FX and CGI integration.
Software used: Nuke, Mocha Pro, Shotgun

Compositor, Outpost VFX, Los Angeles, CA July 2021 - Oct. 2021
Prepared and finalized shots for TV; rotoscope, clean-plate, rig-removal, 2-D tracking, camera projection, color correction, keying, screen replacements, set extensions, muzzle flashes, bullet hits, and CGI integration.
Software used: Nuke, Mocha Pro, Shotgun

Compositor, CoSA VFX, Los Angeles, CA Jan. 2020 - May 2021
Prepared and finalized shots for TV; rotoscope, clean-plate, rig-removal, wig fixes, 2-D tracking, camera projection, color correction, keying, screen replacements, muzzle flashes, and CGI integration.
Software used: Nuke, Mocha Pro

Compositor, Lola VFX, Los Angeles, CA 2017 - 2019
Beauty and prosthetic cleanup, rig-removal, dot removal, frame-by-frame procedural paint/clean-plating, 2D/3D tracking, keying, color correction, and rotoscope.
Software used: Flame, Nuke, and Mocha Pro.

Skills

Film/Video Post Production: Rig-removal, prosthetic fixes and aging, color correction, clean-plating, green screen work, set extensions, phone screen replacement, camera projection, bullet hits, muzzle flashes, FX and CGI integration, and some Deep compositing.

Software: Nuke, Mocha Pro, Shotgun, Microsoft Office, Mac, Linux, and Windows.

Completed Projects

Compositor	"The Flash"	Scanline VFX	2022
Compositor	"The Adam Project"	Scanline VFX	2021
Compositor	"Lucifer" Season 5/6	CoSA VFX	2021
Digital Artist	"Avengers: Endgame"	Lola VFX	2019

Education

Brooks Institute, Santa Barbara, CA June 2009
Bachelor of Arts in Film and Video Production

International Academy of Design and Technology, Tampa, FL December 2004
Associates of Science in Digital Production