
Keith LaPlume

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SKILLS

I have created digital content with a wide range of software such as

- Nuke,
- Maya,
- Vray,
- Unity,
- Fusion,
- Adobe Photoshop,
- Adobe After Effects,
- and Adobe Premiere.

I have experience with

- 2D and 3D tracking,
- building 3D scenes,
- shading,
- lighting
- rendering,
- multi-pass compositing,
- rotoscoping,
- greenscreen mattes,
- rig removal,
- and dynamic simulations.

For examples of work, please visit www.keithlaplume.com

PREVIOUS VFX PROJECTS

PROJECT	ROLE	YEAR
Superstition (TV Series)	Lead Compositor	2018
Starhunter: Redux (TV Series)	Compositor	2018
Oh Yuck! (TV Series)	Post Production Supervisor	2017
A Tail of the Sea (Animation Short)	Shading, Lighting, Rendering, Compositing	2016
Deadly Inferno (Film)	Visual Effects Supervisor	2015
When the Sky Falls (Film)	Visual Effects Artist	2015
Dowry (Film)	Animator	2015
The Last King (Film)	Visual Effects Supervisor	2015
Keepers of the Loom (Documentary)	Animator	2014
Ejecta (Film)	Visual Effects Supervisor	2014
Septic Man (Film)	Compositor	2013
Omega (Web Series)	Compositor	2013
Monster Brawl (Film)	Compositor	2011
In the Hearts of Men (Short)	Compositor	2011

EMPLOYMENT HISTORY

Trixter Canada, Toronto - *Lead Compositor*

August 2017 - August 2018

- Create high quality composites for Netflix television series
- Supervise a team of 6 visual effects artists and manage tight deadlines
- Work on set to supervise Visual Effects production

Oh Yuck Productions, Toronto - *Post-Production Supervisor*

September 2016 - July 2017

- Coordinate Editorial, Visual Effects, Online Editing, Colour Grading
- Ensure delivery based on schedule
- Respond to production problems as necessary

A Type Production, Toronto - *Visual Effects Supervisor*

July 2015 - February 2016

- Create high quality composites for feature film
- Supervise a team of artists
- Work on set to supervise Visual Effects production

Silhouette Media Group, Toronto - *Real Time Effects Artist, CG Artist*

January 2015 - July 2015

- Create real-time graphics for video game installation rendered in Unity

Deadly Voltage Productions, Toronto - *Visual Effects Artist*

October 2014 - January 2015

- Create high quality composites for feature film

Marketing & Creative Services, York University, Toronto - *Videographer*

May 2011 - September 2014

- Shoot and edit video content for university website
- Conduct formal and impromptu interviews with a wide variety of subjects

EDUCATION

York University, Toronto - *Digital Media B.A. Honours*

School of the Arts, Media, Performance & Design

- The study of 3D simulations and animation, artistic theories and cultural impact.
- Develop original digital media objects and experiences such as mobile apps, immersive and 3D environments, data visualization, interactive performance and more.
- **Dean Prize for Excellence** - 2013
- **Fine Arts Cultural Studies Award** - 2011
- **Awards of Distinction Merit Scholarship** - 2009