

Composer, FX Artist, 3D Generalist

Professional Profile

I am a Visual Effects Artist currently working in Toronto, Canada. I have six years experience creating visual effects for film and television. In addition to working on eight feature films, I have also created visual effects for three television series, web series, and short films as well as worked as a videographer, editor, and motion graphics designer. I have experience with on set visual effects supervision and second unit directing.

Software Experience

- Nuke
- Fusion
- Adobe After Effects
- Maya
- Unity
- Adobe Photoshop
- Adobe Premiere
- Blender

Previous Projects

PROJECT	ROLE	YEAR
Superstition (TV Series)	Lead Composer	2018
Starhunter: Redux (TV Series)	Composer	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)	Composer	2013
Omega (Web Series)	Composer	2013
Monster Brawl (Film)	Composer	2011
In the Hearts of Men (Short)	Composer	2011

To view my demo reel and examples of projects I have worked on visit <http://keithlaplume.com>

Employment History

Visual Effects Supervisor and Artist	Trixter Canada	2014-2018
Freelance Artist	Toronto, Ontario	2011-2014
Videographer	Marketing & Creative Services, York University	2011-2014

Education

Digital Media Specialized Bachelor of Arts with Honours	York University, Toronto, Ontario	2018
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References

References are available upon request.