

ANTHONY MESCHI

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www.anthonymeschi.com

EDUCATION

ACADEMY OF ART UNIVERSITY (2008)
BFA Animation/Visual Effects

SKILLS

Nuke
After Effects
Photoshop
Silhouette
Shake
Final Cut Pro
Maya
GameMaker Pro
Projections
Compositing
Rotoscoping/Paint
Color Correction
Photo Retouching
Motion Graphics
Game Development

REFERENCES

MONICA DE ARMOND
NOVA - DREAMWORKS ANIMATION
PROGRAM MANAGER
monica.dearmond@gmail.com

GARRETT PRINCE
BLACK OPS - DROPBOX
PROJECT MANAGER
gwprince@gmail.com

KEN BALL
SONY PICTURES IMAGEWORKS
SENIOR LIGHTING TD
kball7000@gmail.com

EXPERIENCE

VFX LEGION (SEP 2017 - PRESENT)
COMPOSITOR
- Green screen compositing for film and television.

REAL IDENTITIES, LLC (JAN 2017-PRESENT)
PHOTOSHOP ARTIST/GRAPHIC DESIGNER
- Create images and video content.

NIXON PEABODY LLP (OCT 2015 - PRESENT)
PATENT DRAFTER (FREELANCE)
- Draft clear and accurate drawings of varied sorts of mechanical devices for use of lawyer and/or patent professional in obtaining patent rights.

LEAD MONEY GAMES (JUL 2014 - PRESENT)
CO FOUNDER/GAME DEVELOPER
- Created Lil Tanks for PC. Released on Steam. Produce artwork and code in GameMaker Pro.

PDI/DREAMWORKS ANIMATION (MAR 2011-JUL 2015)
IMAGE FINALING DEPARTMENT CHAIR
- Brought shots from lighting to completion. Touched up publicity stills & posters. Lead sequences and reviewed peers' work. Created motion graphics, generated artwork and animated in After Effects. Met with studio heads to setup workflow procedures.

INDUSTRIAL LIGHT & MAGIC (DEC 2010 - MAR 2011)
DIGITAL ARTIST
- Did articulate rotoscoping/paint in a stereo environment.

GRADIENT EFFECTS (MAY 2010 - JUN 2010)
PAINT ARTIST
- Did blue screen compositing, digital paint, wire removal and plate reconstruction.

IN-THREE INC. (MAR 2009 - MAY 2010)
STEREOSCOPIC COMPOSITOR
- Converted 2D films into 3D for theater.