



310.896.5419
jschratz3d@gmail.com
www.johnschratz.com

Professional Experience

VFX Supervisor – Active Ingredient VFX

July 2015 – Current

VFX for motion pictures and television

Movie Projects Include : [Gold](#), [Barry](#), [Bushwick](#)

Television Projects Include : [Training Day](#), [Fargo](#), [Wilfred](#)

more at ActiveIngredientVFX.com

VFX Supervisor – GreenhausGFX

November 2014 – June 2015

VFX for Marvel's Agents of S.H.I.E.L.D.

3D VFX Artist - Blur Studios

June 2014 – August 2014

Halo 2 Cinematics, Skylanders Commercial

3D Generalist - Shutterpunch VFX

February 2014 – March 2014

Visual Effects for television

Shows Include:

Perception, The Night Shift

3D Generalist - BakedFX

October 2013 – November 2013

Visual Effects for independent films

3D PostViz Artist – Warner Bros. Studios

August 2013 – Sept 2013

Post Visualization for Godzilla

3D Generalist – Encore Hollywood

October 2012 – May 2013

Visual Effects for Television

Shows Include:

Magic City, Nikita, Vegas, Hawaii 5-0, Revenge, NCIS, Surgeon General...

CG Sequence Lead – Pixomondo

April 2011 – October 2011

Hugo (Feature Film)

2012 Academy Award Winner – Best Achievement in Visual Effects

2012 VES Award Winner



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3D Visual Effects Artist - Pixomondo

March 2011 – September 2012

Star Trek Into Darkness (Feature Film)

Hunger Games (Feature Film)

Green Lantern (Feature Film)

Journey to the Center of the Earth: Mysterious Island (Feature Film)

Terra Nova **2012 VES Award Winner**

Hawaii 5-0 (TV Series)

Scion 'What Moves You?' (Broadcast Commercial)

3D Visual Effects Artist - Janimation

Nov 2010 – March 2011

Samsung Time Square Advertising Campaign

Creative Director - H&K International

May 2006 – Dec 2010

-Supervise, create and provide direction for animation and advertising for the number one supplier of equipment and services to McDonalds worldwide.

-Handle all aspects of project art creation from concept, 3D art, and compositing to final look

-Provide timely response to animation requests in a wide variety of disciplines from motion graphics to arch-vis to special effects for live action for internal and external audiences worldwide

-Provide conceptual assistance and final spots to McDonalds and other clients while coordinating comprehensive identity for other media (print, broadcast, etc.)

Software & Hardware

Proficiency

3D Studio Max, Maya, Thinking Particles, FumeFX, Krakatoa, Nuke, Mocha, Photoshop, AfterEffects, RealFlow, Fusion, Combustion, Vray, Zbrush, Mental Ray, XSI, various plug-ins and external renderers.