

Adam Benson

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Objective

Adam Benson is a CG Supervisor and Technical Director working in film and television creating award-winning visual effects for the world. He has worked as an advanced CG Generalist and Compositor, and has had high level professional experience in nearly all aspects of film and television production.

Experience

Aaron Sims Creative

Technical Director, CG Supervisor
9/12/16 to 6/29/18

Stranger Things

Technical Director, CG Supervisor
Maya, NukeX, NukeStudio, Shotgun, Python, Photoshop, YML, Mari, PyQt, QT Designer

The Mist

Technical Director, CG Supervisor
Maya, Python, Shotgun, NukeX

Midnight Texas

Technical Director, CG Supervisor
Maya, Vray, FumeFX, NukeX, Shotgun, Python

Technical Director, Pipeline Supervisor

Technical Director, Pipeline Supervisor
TD, Pipeline, Python

The Third Floor

Crowd Sim & Character TD
7/11/16 to 9/2/16

Kid Robot

Crowd Sim & Character TD
Maya, Golaem, Python, Mel, PyQt

TD

TD
TD, Maya, Golaem Crowd, Python

Thor: Ragnarok

Compositor, VFX Artist
Maya, AfterEffects

Nehza

Technical Director, VFX Artist
Maya, Python

Gradient FX

Nuke Compositor
3/17/16 to 6/30/16

The Last Ship

Nuke Compositor
Nuke, Linux

Fear the Walking Dead

Nuke Compositor
Nuke, Linux

Stranger Things

Nuke Compositor
Nuke, Linux

Masters FX

CG Supervisor
8/17/15 to 1/29/16

The Belko Experiment

CG Supervisor
CG Supervisor, Maya, Nuke, Python, Pipeline Tools, Artist Management

Pipeline Developer

Pipeline Developer
Python, Shotgun, Pipeline

Prologue Films

Cloth TD
7/15/15 to 7/31/15

Destiny

Cloth TD
Maya, Cloth TD

TD

Cloth Sim Artist
Python, nCloth

Millenium Films / World Wide FX

Sr. Nuke Compositor
5/31/14 to 6/20/14

The Expendables 3

Sr. Nuke Compositor
Nuke Compositor, Maya Generalist, Lighting, Animation, Camera Match-Move.

Syndrome Studios

Project Lead / TD
11/3/14 to 3/27/15

Ultimate Animals

Project Lead / TD
Lead, TD, Maya Generalist, Animator, Quadruped Rigging, Texturing, Lighting, Modeling, Pipeline Tools creation

Fall Out Boy - "Centuries"

Sr. Generalist / Crowd Sim TD
Generalist, TD, Maya, Golaem, SynthEyes, Crowd Simulations, Character Rigging

People's Choice Awards Stage Graphics

Maya Generalist
Maya, MEL

Katy Perry Stage Graphics

Maya Animator
Maya, MEL Script

Pause Festival Title Animation

Maya Generalist, Match-Mover
SynthEyes, Maya

Disney XD Commercial Bumpers

Maya Generalist
Maya

EDC (Electric Daisy Carnival) Title Animation

Maya Generalist
Maya, MEL, Maya Fluids, Dynamics

The Bible - Title Graphics

Z-Brush, Maya Artist
Z-Brush, Maya

Various Projects

Maya Generalist
Maya - Animation, MEL Scripting, Layout, Texturing, Lighting, Rendering

Greenhaus GFX

Maya Generalist - Nuke Compositor
1/31/14 to 5/8/14

Cinderella

Maya Generalist - Nuke Compositor
Maya, Nuke, Photoshop, After Effects Modeling, MEL, Python, Texturing, tool creation, Lighting, Rigging

Guardians of the Galaxy

Maya Generalist
Maya, VRay

Jurassic World Teaser

Maya Generalist
Maya, Modeling, Texturing, Lighting, Animation, Rendering, ZBrush Modeling

Maleficent

Maya Generalist
Maya, Illustrator, Photoshop

The Purge: Anarchy

Compositor
Nuke, After Effects

Programming Languages

- MEL Script
- ASP
- ColdFusion
- Javascript
- MAX Script
- Python

- SQL
- ActionScript
- AJAX
- PHP
- Un poco espanol
- VBScript

Education

University Of Advancing Technology
Bachelors of Arts in Multimedia Visual Effects
Cum Laude - 2005

Oklahoma City Community College
Associates of Science in Multimedia
2002

Interests and Tips

Apart from his passion for Visual Effects, 3D Animation and Compositing, Adam spends much of his time writing books and screenplays, writing and performing music, doing photography, and creating his own works of art. He is an avid bird watcher, and gardener, as well as a top grill chef and Big Green Egg enthusiast. He also loves reading, science, hiking/backpacking and long distance bicycling.

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