

## **Brenda Finster**

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### **Work Experience**

**Mirada Oct 2012- March 2013 Los Angeles, CA**

**Senior VFX Coordinator**

Provide full production support to supervisors and artists. Responsibilities include revision and maintenance of internal shot database, (Shotgun). Setup and record detailed notes from video chats and interactive meetings internally and with the client via Skype and Cinesync. Assist in QC of final delivery elements to ensure client's specifications are met, delivery of assets to client via FTP, Aspera, or physical delivery. Assist producer in scheduling artist and editorial needs including hardware, software and staffing.

Credits: **Pacific Rim**

**9k9 Studios Oct. 2011- August 2012 Hollywood, CA**

**VFX/Interactive/Augmented Reality Producer**

Responsible for scheduling, maintaining shot lists, prioritizing deliveries and act as liaison between studio and client. Supervise artists and programmers. Manage Internship program. Assist with Human Resources and accounting.

Credits: **Linc – "Metropolis" <https://metropolis.abm.com>, Vitro – "Asics", JWT – "Band Aid – "Muppets Make it Better" – Augmented reality application – *\*winner 2012 Cannes Golden Lion Award for Mobile Advertising***

**Hugo June 2011- Oct. 2011 Los Angeles, CA**

**Production VFX Coordinator**

Maintain database, liaison between vendors and production, assist VFX producer and VFX supervisor, editorial. Responsible for transportation and delivery of production materials.

Credits: **Hugo aka: "The Invention of Hugo Cabret" – *\*winner 2012 Academy Award for Outstanding Visual Effects, \*winner 2012 VES award for outstanding visual effects***

**9k9 Studios May 2011 – June 2011 Los Angeles, CA**

**Freelance VFX Producer**

Responsible for scheduling, maintaining shot lists, prioritizing deliveries and act as liaison between studio and client. Provide full production support to supervisors and artists.

Credits: **VW Jetta project, Smithsonian Museum project**

**Worldwide FX Nov. 2010 – May 2011 Shreveport, LA**

**VFX Coordinator**

Responsible for revisions and maintenance of internal shot database. Provide support and schedule producers, supervisors, artists to complete project on time and within budget.

Credits: **Drive Angry, Conan the Barbarian**

**Method Studios June 2010 – Oct. 2010 Santa Monica, CA**

**VFX Coordinator** - Responsible for revisions and maintenance of project 'Shotgun' database. Record detailed notes from internal and client reviews. Assist in creating 'Scratch' constructs for full 2k projection reviews. Provide any and all production support to producer, vfx supervisor, editorial and artists to complete project on time and within budget.

Credits: **Let Me In, Halo Reach, Earthbound aka A Little Bit of Heaven, Gulliver's Travels**

**Café FX Aug 2009 – January 2010 Santa Maria, CA**

**VFX Coordinator** – Responsible for project coordination of Match Move/Stereo legalization

pipeline including managing all materials outsourced to vendors. Developed design of new shot tracking system using Filemaker Pro 10 Advanced. Duties also included data management and backup of critical data.

Credits: **Alice in Wonderland**

**In Three March 2009 – July 2009 Westlake Village, CA**

**Project Coordinator** – Responsible for project coordination of 3D, (Stereoscopic) pipeline and design of new shot tracking system using Filemaker Pro 10 Advanced. Duties also include image processing, data management and backup of critical data.

Credits: **G-Force**

**Café FX December 2008 – Feb 2009 Santa Monica, CA**

**VFX Coordinator** – Responsible for revisions and maintenance of internal shot database. Provide support and schedule producers, supervisors, artists to complete project on time and within budget. Assist with Editorial deliveries via FTP and Firewire of work-in-progress materials to client.

Credits: **Night at the Museum 2**

**Backroom International June 2008 –December 2008 Thousand Oaks, CA**

**Servicing and Delivery Manager** – Responsible for facilitating the delivery of final film, video and audio materials to international clients. Work closely with vendors to ensure the proper technical specifications are correct. Maintain all invoicing, purchasing and shipment data. Verify and deliver promotional materials. Oversee shipments both conventional and digital. Maintain and deliver all associated production documents. Act as liaison between international clients and production.

**Projects: The Women, Defiance, 3:10 to Yuma, The Forbidden Kingdom**

**CIS Hollywood March 2008 – June 2008**

**VFX Coordinator** – Responsible for maintenance of internal shot database, delivery, status and review schedules. Provide artist support. Act as liaison between production editorial and VFX group.

Credits: **Mummy3, Tropic Thunder**

**Café FX January 2008 – March 2008 Santa Monica, CA**

**VFX Coordinator** – Responsible for the creation and maintenance of internal shot database. Conversion and staging of raw materials delivered by client. Provide support and schedule artists to complete project on time and within budget. Helped design and maintain project database. Delivery of weekly status reports to client. Assist with Editorial. Delivery via FTP, Firewire, DTF, D5 of work-in-progress materials to client.

Credits: **Iron Man**

**Tiny Juggernaut Visual Effects September 2007 – January 2008 North Hollywood, CA**

**Post Supervisor/Sales and Promotion** – Responsible for the creation and maintenance of internal shot database. Helped create VFX pipeline and design and launch of original website. Responsible for all company promotional materials including demo reel. Research and develop internal projects. Interface with potential clients and investors.

Credits: **Monster, 2012, War of the Worlds 2**

**Level 3 Post July 2006 – September 2007 Burbank, CA**

**Post Production Supervisor** – Responsible for scheduling and delivery of all final post processes for multiple live action and animated television series, feature films and web venues. Including film to tape conversion, down conversion from HD to SD, format conversion to web compatible, editorial, color correction, duplication and final delivery, both domestic and international.

Credits include: **"Bones", " Rules of Engagement", "and The Biggest Loser ", " Shear Genius ", " Beach Patrol ", " Beauty and the Geek ", " Drawn Together", " The War at Home, Lil Bush"**

**Digital Domain Dec. 2005 – June 2006 Venice Beach, CA**

**Animation Coordinator**- Responsible for delivery of over 60 shots of 3D animation. Support and schedule artists to complete project on time and within budget. Helped design and maintain project database. Delivery of weekly status reports to client. Assist with Editorial, Delivery, scanning and return of original negative. Delivery via FTP, Firewire, DTF, D5 of work-in-progress materials to client.  
Credit: **"My Super Ex-Girlfriend"**

**Hidden Fortress Film and VFX July 2004 – August 2005 Burbank, CA**

**Post Production Coordinator** - Responsible for all post production processes including, budget, editorial, visual effects, music, sound design, color timing, final color correction, and delivery of final product on both film and digital materials.  
Credits: **"Crash Landing" and "Cerberus"**

**Unified Film Organization Jan. 2002 – June 2004 Burbank, CA**

**Post Production Coordinator** - Responsible for all post production processes including, budget, editorial, visual effects, music, sound design, color timing, final color correction, and delivery of final product on both film and digital materials.  
Credits: **"Darklight", "Boa Vs Python", "Dragon Storm", "Phantom Force", "Antibody", "Silent Warnings", "Interceptor Force 2", "Maximum Velocity"**

**Sony Imageworks March 2002 – May 2002 Culver City, CA**

3 month contracted position. Image processing and data management for **Disney's "Haunted Mansion"**.

**Foundation Imaging Nov. 1999 – Sept. 2001 Valencia, CA**

**Systems, I/O, Editorial Assistance** – responsible for conversion of raw materials into system compatible formats, image archiving, vault maintenance, digital editorial assistance. Assist PR dept. with creation of demo reels, and other materials. Assist artists and production crew with all system related issues, (networking, security, internet).  
Credits: **Enterprise, Scary Movie 2-DVD Special Edition, Crawlers, Viper Dan Dare-Pilot of the Future, Max Steel, Twisted Metal 3**

**Yu & Company Aug. 1999 – Oct. 1999 Hollywood, CA**

**Data I/O Manager** – Assisted in the development of file naming conventions, data structure, and system of backup in a multi-platform environment. (Inferno, Windows NT and Macintosh).  
Credits: **What Women Want, World's Scariest Places, Jurassic Park 3 Trailer**

**Netter Entertainment Apr. 1998 – Aug. 1999 N. Hollywood, CA**

**Data Manager** – Co-Designed and implemented system of backup.  
Web Mistress – Designed and implemented current intranet.  
Credits: **Babylon 5, Storm of the Century, Bats, From Dusk 'til Dawn 2&3, Alien Cargo, BASEketball, Mystery Men, Dune (2000), Imposter, The Nutty Professor 2**

**Dream Quest Images, (Walt Disney Co.) 1993 – 1998 Simi Valley, CA**

Information Services Administrator 1995 – 1998  
Editorial Assistant 1995  
Production Assistant 1994 – 1995  
Transportation 1993 – 1994  
Credits: **Crimson Tide, Deep Rising, Six Days, Seven Nights, Mighty Joe Young, Space Shuttle America**

**Operating Systems**

Windows (PC)  
Macintosh  
Linux  
Unix

Discreet Logic

**Production Tools**

Final Cut Pro

Avid  
After Effects  
Premier  
Digital Fusion  
Photoshop  
Cinesync  
Skype  
Filezilla  
Scratch

**General Tools**

Word  
Excel  
Access  
Outlook  
Filemaker Pro 10 Advanced  
Xytech  
Shotgun  
PowerPoint  
Acrobat

Education: New Horizons Computer Learning Center, Learning Tree University, Moorpark College

References:

Karen Murphy – Freelance Senior VFX Producer  
[kmvfx@me.com](mailto:kmvfx@me.com)  
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Elizabeth Hitt – Digital Intermediate Producer, Company 3  
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