

# ARNIE MECHAM

**Visual Effects**  
•Nuke Compositor  
•Maya Artist

**Los Angeles, California**  
arniem.com

## OBJECTIVE

For years, I've loved using my 3d art, compositing, and technical skills to solve difficult challenges, delivering a wide range of entertainment seen around the globe. As a flexible generalist, I work diligently to meet the demanding needs of any production.

I feel fortunate to work with and learn from so many talented people. It's one of the best things about this industry, and it's important to me that I'm an adaptable, vibrant and supportive team member as well. While crafting shots, I've also guided other artists, and encouraged the sharing of tips, techniques, and tools to ensure production gets top-notch work.

## EDUCATION

**UNIVERSITY OF UTAH ANIMATION MENTOR**  
BACHELOR OF ARTS CERTIFICATE IN ANIMATION  
SALT LAKE CITY, UT EMERYVILLE, CA (ONLINE)  
2004 – 2008 2007-2008

## SKILLS

### CG

3d generalist with experience that includes using Maya for layout, modeling, dynamics, rigging, keyframe animation, mocap, integration, lighting, shading, and rendering.

### Comp

Compositing with Nuke or AE, integration of 3D & live-action, keying, set extensions, combining takes, particles, paint-outs, digital makeup and mild de/aging, and beauty work.

### Scripting

Creation of custom tools for 3d artists to use in Maya, both to improve routine workflows and address project specific challenges, using Python and MEL.

## EMPLOYMENT HISTORY

**(PROJECT UNDER WRAPS)**  
**IN-HOUSE COMPOSITOR**  
WFH (Los Angeles)  
Dec 2023 - Present  
Finals Compositing

**NEXODUS**  
**(PROJECT UNDER WRAPS)**  
**IN-HOUSE COMPOSITOR**  
WFH (Los Angeles)  
Feb 2023 - Dec 2023  
Finals Compositing

**AMBLIN PARTNERS**  
**LAST VOYAGE OF THE DEMETER**  
**IN-HOUSE COMPOSITOR**  
WFH (Los Angeles)  
Apr 2022 - Feb 2023  
*Amblin, DreamWorks & Universal Pictures*  
Finals Compositing

**THE THIRD FLOOR**  
**MS. MARVEL (DISNEY+)**  
**VISUALIZATION ARTIST**  
WFH (Los Angeles)  
Feb 2021 - Mar 2022  
Primarily Postvis and LookDev, with additional work in Previs and Techvis

**NETFLIX / GET LIFTED FILM CO.**  
**JINGLE JANGLE: A CHRISTMAS JOURNEY**  
**IN-HOUSE VISUAL EFFECTS ARTIST**  
Sherman Oaks, CA & WFH (Los Angeles)  
Oct 2019 - Sep 2020  
CG & Comp for Finals and for Postvis  
In-House VFX Team

**FRAMESTORE**  
**CG ARTIST / GENERALIST**  
Culver City, CA  
Jul 2019 - Sep 2019  
CG Integration Team

**POLARITYTE, INC.**  
**FREELANCE ANIMATOR & EDITOR**  
Salt Lake City, UT  
Apr 2019 – Jun 2019

**ICOW PRODUCTIONS**  
Salt Lake City, UT  
Sep 2007 – Mar 2019 &  
Jan 2006 – Jun 2006 (Internship)

**ANIMATION MENTOR**  
**MAYA SPRINGBOARD WORKSHOP**  
**INSTRUCTOR**  
Jan 2011 – Dec 2011 &  
Jan 2013 – Jun 2013

**LEFT TURN FILMS**  
**FREELANCE EDITING ASSISTANT**  
Aug 2006 – Aug 2007 (PT)

**TELOS PRODUCTIONS**  
**EDITOR & PA INTERNSHIP**  
May 2002 – Aug 2003