

ARNIE MECHAM

Visual Effects

- Nuke Compositor
- Maya Artist

Los Angeles, California

arniem.com

EMPLOYMENT

FINAL DESTINATION 6 BLOODLINES | WARNER BROS.
NEW LINE CINEMA | PRACTICAL PICTURES
IN-HOUSE COMPOSITOR
Burbank, CA | Jun 2024 - Jan 2025
• Finals Compositing • Postvis

CARRY-ON | AMBLIN PARTNERS
NETFLIX | DREAMWORKS
IN-HOUSE COMPOSITOR
WFH (Los Angeles) | Dec 2023 - May 2024
• Finals Compositing • Postvis • Techvis and Layout for AP

FLY ME TO THE MOON | NEXODUS
COLUMBIA PICTURES | APPLE STUDIOS
COMPOSITOR
WFH (Los Angeles) | Feb 2023 - Dec 2023
• Finals Compositing • Postvis

LAST VOYAGE OF THE DEMETER | AMBLIN PARTNERS
UNIVERSAL PICTURES | DREAMWORKS
IN-HOUSE ARTIST
WFH (Los Angeles) | Apr 2022 - Feb 2023
• Finals Compositing • Postvis

MS. MARVEL | THE THIRD FLOOR
DISNEY | MARVEL STUDIOS
VISUALIZATION ARTIST
WFH (Los Angeles) | Feb 2021 - Mar 2022
• Postvis and LookDev • Additional work in Previs and Techvis

JINGLE JANGLE: A CHRISTMAS JOURNEY | NETFLIX
GET LIFTED FILM CO.
IN-HOUSE VISUAL EFFECTS ARTIST
Sherman Oaks, CA & WFH (Los Angeles) | Oct 2019 - Sep 2020
• Final Compositing • Postvis

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

PROFILE

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 and it's important to me that I'm an adaptable, vibrant and supportive team member as well. I've worked both in-house and vendor-side. 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.

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 invisible 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.

EDUCATION

UNIVERSITY OF UTAH
BACHELOR OF ARTS
SALT LAKE CITY, UT
2004 - 2008

ANIMATION MENTOR
CERTIFICATE IN ANIMATION
EMERYVILLE, CA (ONLINE)
2007-2008