

TANISSA POTROVITZA

p: 818.430.0638 email: vfxproducer@tanissa.com

SKILLS:

PC/MAC Proficient, Microsoft Word, Excel, Filemaker Pro, FTP, Cinesync, Final Cut Pro, Adobe After Effects, Photoshop, Illustrator, and Softimage XSI.

FEATURE FILM EXPERIENCE:

- Warner Brothers: The Box** – Director: *Richard Kelly* 2008
- VFX Producer – Pixel Liberation Front
 - Oversaw the production of 42 matte painting and snow continuity shots. Developed project plans and delivery schedules to ensure deadlines were met. Coordinated between animators, matte painters, and composers to create an efficient workflow. Managed project database. Oversaw outputs and client deliveries. Worked with Thomas Tannenberger, VFX supervisor for Gradient FX, and PLF supervisor Kent Seki to complete the work.
- Marvel: Iron Man** – Director: *John Favreau* 2008
- Digital Producer – Pixel Liberation Front
 - Under the supervision of visualization supervisor Kent Seki, oversaw the production of 34 VFX shots. Managed project schedule. Edited sequences in Final Cut Pro and produced count sheets for composers and designers. Scheduled meetings and coordinated artist feedback. I/O management.
- Marvel: The Incredible Hulk** – Director: *Louis Leterrier* 2008
- Postvis Coordinator – Pixel Liberation Front
 - Coordinated the postvis for multiple sequences under visualization supervisor Duane Floch. Maintained a database detailing over 700 shot iterations. Created slap comps using After Effects and edited postvis sequences using Final Cut Pro. Oversaw a team of nine artists. Managed artist feedback. Coordinated schedules and meetings. I/O management.
- Fox: Alien vs. Predator 2** – Directors: *The Brothers Strause* 2007
- Previs Coordinator – Pixel Liberation Front
 - Worked with VFX facility Hydraulx to previs five sequences. Oversaw a team of five artists. Edited sequences in Final Cut Pro. Managed artist feedback and deliveries.
- Spyglass: Stay Alive** – Director: *Brent Bell* 2006
- VFX Producer – Pixel Liberation Front
 - Oversaw the production of 130 final VFX shots under the guidance of VFX producer Gayle Busby and VFX Supervisor Kent Seki. Managed budgets, schedules, and deliveries for PLF. Oversaw a team of fifteen 3D artists/animators and nine composers. Coordinated artist feedback. Coordinated scanning and film-outs. Assisted creative team with all production needs.
- Warner Brothers: Superman Returns** – Director: *Bryan Singer* 2005
- Digital Producer – Pixel Liberation Front
 - From previs to final renders, oversaw the production of the full CG "Shuttle Disaster" sequence. Managed artist feedback. Coordinated schedules and meetings. Oversaw asset management and conversion. Maintained an edit of shots for the sequence. Used photographs to create three unique matte paintings used in final renders.
- Warner Brothers: Superman Returns** – Director: *Bryan Singer* 2004
- Previs Coordinator – Pixel Liberation Front
 - Created and maintained a custom FileMaker Pro database for previs shot tracking. Managed artist feedback. Coordinated schedules and meetings. Animated motion graphics for previs "Main Title" sequence. Edited sequences for presentations using Final Cut Pro.

OTHER EXPERIENCE:

COMMERCIALS:

- Sprint: Instinct** 2008
- Digital Producer – Pixel Liberation Front
- Toyota: World of Warcraft** 2007
- Previs Producer – Pixel Liberation Front
- GMC: Breaking Barriers** 2007
- Previs Producer – Pixel Liberation Front
- Crystal Geyser** 2007
- Previs Producer – Pixel Liberation Front
- Mercury: Tree, Tuning Fork, and Lightning** 2007
- Previs Producer – Pixel Liberation Front
- Bank of America** 2007
- Previs Producer – Pixel Liberation Front
- Mercedes** 2006
- Previs Producer – Pixel Liberation Front
- HSBC** 2006
- Previs Producer – Pixel Liberation Front

GAME CINEMATICS:

- Microsoft: Forza Motorsport 2** (E3 Trailer, Trailers A, B, C, and Opening Game Cinematic) 2006
- Digital Producer – Pixel Liberation Front
 - From previs to final renders, oversaw the production of five game cinematics. Developed and managed the project schedules. Worked closely with multiple supervisors to manage teams ranging from four to fifteen artists. Managed artist feedback. Coordinated schedules and meetings. Oversaw asset management and conversion. Created and maintained edits for the final game cinematics. Scheduled and managed sound design and final sound mixes. Used Photoshop and Illustrator to create racing liveries for eleven unique vehicles.
- EA Games: Def Jam – Fight for New York** (Opening Game Cinematic) 2004
- Digital Producer – Pixel Liberation Front
 - Supervised the lighting and final rendering of the game's opening cinematic. Coordinated meetings and artist feedback. Assisted in 3D scene clean up and render preparation in Softimage XSI. I/O management.

EDUCATION:

- California State University, Northridge 2003
- **Bachelor's Degree in Film Studies** – Suma Cum Laude
- Antelope Valley College 2001
- **Associate's Degree in Graphic Design** – Suma Cum Laude

REFERENCES:

- Diana Giorgiutti: VFX Producer – Australia - Matrix Trilogy – p 310.740.7055/digglobal@yahoo.com
- Kent Seki: Director of Previsualization – PDI/Dreamworks – p 310.403.5605/kent@thefront.com
- Jabbar Raisani: CG Supervisor – Troublemaker Studios – p 512.997.8973/jraisani@hotmail.com