

# TANISSA POTROVITZA

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## 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:

- 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 final 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.
- Paramount Pictures: Sky Captain** – Director: Kerry Conran 2004
- VFX Production Assistant – Pixel Liberation Front
  - Assisted visual effects producer Diana Giorgiutti. Created slap comps of VFX shots using Adobe After Effects. Kept an updated edit of the latest shots using Final Cut Pro. Oversaw deliveries of blue screen plates and 3D elements. File management and conversion.

## 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 - Matrix Trilogy – p 310.740.7055/digglobal@yahoo.com
- Kent Seki: Creative Director – Pixel Liberation Front – p 310.403.5605/kent@thefront.com
- Jabbar Raisani: CG Supervisor – Troublemaker Studios – p 512.997.8973/jraisani@hotmail.com