



Details

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Employment History

I started my career in visual effects in 2008, single-handedly completing the visual effects for a local Australian TV series, where I also had the opportunity to work as the on-set VFX Supervisor.

Upon completing my studies, I gained full-time employment at **Animal Logic** as a hybrid production assistant & roto artist for stereo conversion. I quickly progressed to Comp TVC's for high-profile clients in Australia, including *Qantas*, *Toyota*, *Hyundai* & *Commonwealth Bank*. Studios included **Eye Candy Animation**, **Fin Design** and **Rotor Studios**.

My focus shifted to feature film compositing in 2011 with a two-year stint at **Rising Sun Pictures**. This included a period of teaching post-graduate students in partnership with Uni SA. I relocated to Vancouver in 2014 to work with **Method Studios**, **Image Engine** & **Double Negative**, where my skills developed to seniority.

In 2016, I shifted my career focus to seek leadership opportunities where I could develop my teams' skillsets, and create my own systems & workflows to produce better-quality VFX, more efficiently. This has been a fulfilling period, and I'm excited to see what opportunities the future holds for continued growth.

Projects

VFX Mentor :: Vancouver Film School

October 2018 - December 2019

One night a week, I mentored the next generation of VFX talent to help build their skills, realise their projects, and prepare them to enter the VFX industry in the discipline of their choosing.

Instructor :: Centre for Entertainment Arts

January 2021 - April 2021

Helped develop a curriculum for "Advanced Compositing" students, and taught the course one night a week for 10 weeks.

Ben's Comp Newsletter

January 2018 - October 2020

Born from an idea to keep my own skills fresh while helping other Compositors stay at the top of their game, this newsletter aims to share the latest tools, tips, techniques and career-development knowledge to subscribers, bi-weekly.

Python for Nuke 101 Course

April 2019 - Present

Authored a comprehensive course to teach Compositors the fundamentals of programming with Python, and it's applications inside of Nuke. I also partnered with **Foundry** to host a live webinar, which elaborated upon the whys of learning Python, and how to get started.

Recent Experience

Image Engine :: Compositing Department Supervisor (HOD)

Previously: Compositing Supervisor, Lead Compositor & Senior Compositor

June 2018 - Present || March 2014 - June 2015

Currently Head of the Comp Department, guiding the operation and improvement of the Compositing team (both people and technology) by defining the overall vision for current and future processes, and setting and maintaining department standards.

I first joined Image Engine in March 2014 as a Compositor and quickly rose through the ranks. I was trusted to complete complex hero shots, was the Lead Compositor on a couple of shows, and was given the opportunity to put together Cinefex 141's cover (*Chappie*).

I returned to Image Engine in 2018 with a view towards building a stronger Compositing department; fostering change to meet an evolving VFX landscape, while continuing to produce and deliver outstanding work to our clients at unparalleled speeds.

Key responsibilities include:

- Support & mentor Compositing team to achieve their goals, succeed through show-based challenges, and grow their skills via department-wide knowledge sharing sessions.
- Assist other Compositing Supervisors & Production teams in the successful resourcing & delivery of shows via bidding, show tracking, scheduling, crew planning, etc.
- Take the lead in recruitment efforts, from artist outreach to driving interviews, be the key decision maker on who to hire, and design a streamlined onboarding process for each individual.
- Encourage multiple streams of communication & collaboration between departments & support teams to smooth out existing, human-error-prone automated workflows.
- Create python scripts, gizmos, templates and processes to ensure efficient workflows in the Compositing department across all shows.

Credits:

- *Venom: Let There Be Carnage* (*supervisor*)
- *The Old Guard* (*supervisor*)
- *The Mandalorian, Season 1* (*lead*)
- *Detective Pikachu* (*lead*)
- *Fantastic Beasts: The Crimes of Grindelwald*
- *Jurassic World*
- *Straight Outta Compton* (*lead*)
- *Pennzoil "Airlift Drift" TVC* (*lead*)
- *Chappie*
- *Teenage Mutant Ninja Turtles*
- *Child 44*

Umedia :: Compositing Supervisor, Lead Compositor

August 2017 - May 2018

- Part of a team helping Umedia open a Vancouver office to service the North American market.
- Championed ideas & strategy for building a bespoke pipeline for the Vancouver studio, with regards to future expansion and flexibility in all departments.
- Worked closely with the small pipeline team to overcome show-based challenges and provide a comprehensive roadmap for a robust colour pipeline & client delivery toolset.
- Played a major role in show bidding, tracking & scheduling, working closely with Production staff to be awarded competitive packages of work.
- Built templates, gizmos & python scripts to streamline efficiency.
- Provided support & mentorship for the compositing team.

OATS Studios :: Lead Compositor

October 2016 - July 2017

Joined a small visual effects team to work with director Neill Blomkamp on a series of short projects. I was responsible for lookdev on the majority of complex CG-heavy shots. Additionally, I helped grow the Compositing team to fit project requirements, and provided support & mentorship for said team.

Industrial Light & Magic Vancouver :: Senior Compositor

December 2015 - October 2016

Part of the Compositing team helping to deliver both ideas and shots in a timely and efficient manner on multiple shows. Was often asked to pick up more work than originally scheduled to help take pressure off other artists.

Credits:

- *Captain America: Civil War*
- *Teenage Mutant Ninja Turtles 2: Out of the Shadows*
- *Valerian and the City of a Thousand Planets*
- *Doctor Strange*

For full credits list & employment history, please visit my Website, LinkedIn, or IMDB, as linked above.

References available upon request.

Updated August 2022