

CHRIS MILLER

Virtual Production Operator
Look Development Artist

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972-900-5485

SOFTWARE/PROFICIENCIES

Real-Time Rendering

- Unreal Engine

AR/XR/MR/Broadcast

- Zero Density
- Pixotope
- Disguise
- Ultimatte (Keyer)

CG

- Maya
- 3DS Max
- Substance
- V-Ray (Renderer)
- Arnold (Renderer)
- RenderMan (Renderer)

Compositing/VFX

- NUKE
- Adobe After Effects
- Adobe Premiere
- Adobe Photoshop

Hardware

- BlackMagic
- AJA

Tracking

- stype
- Mo-sys

Cameras

- RED
- BlackMagic Broadcast
- Sony Venice
- Panasonic PTZ

Pipeline

- P4V
- Sourcetree
- Shotgun

EDUCATION

University of Texas at Dallas
Bachelor of Arts: Arts and Technology

WORK HISTORY

Virtual Production/XR Operator

Sequin AR, Dec 19 - Present (Full-Time)

- Green screen and set/talent lighting, green screen keying and real-time compositing/color grading/operating for virtual production and AR
- On-site operating for XR
- Look development/3D generalist work in Unreal Engine
- Camera work, both with camera tracking solutions and camera operating
- Assistance in studio's virtual production workflow/pipeline development
- Creative direction and execution, from initial concept to on-site operating (KBIS 2021, by NKBA)

Look Development Artist

Brazen Animation/Green Grass, Apr 19 - Sept 19 (Contract)

- Entertainment sector: shot lighting and compositing, and surfacing for various characters/assets
- Architecture sector: previz, surfacing, lighting, compositing, and video editing, as well as reviewing work based off of architectural plans

Lighting/Compositing Artist

Reel FX Creative Studios, Jan 19 - Mar 19 (Contract)

- Lighting and compositing shots for the feature film "UglyDolls"

3D Artist

Sector 5 Digital, Oct 18 - Jan 19 (Contract)

- UV unwrapping, animating, lighting, and compositing the Bell Nexus model into recorded video footage at varying times of day/night

CG Production Artist

Harper House, Apr 18 - Sept 18 (Contract)

- Surfacing, lighting, compositing, and look development services to photo-real interior/exterior 3D scenes, as well as real-time work in UE4

Lighting/Compositing Artist

Reel FX Creative Studios, Dec 17 - Jan 18 (Contract)

- Lighting and compositing shots for the feature film "Sherlock Gnomes"

Digital Artist

Corgan MediaLab, Apr 16 - May 17 (Full-Time)

- Lighting, rendering, and compositing near-photo-real architecture visualization images/animations for a variety of clients

Lighting/Compositing Apprentice

Reel FX Creative Studios, Dec 14 - May 15 (Contract)

- Lighting and compositing shots for the feature film "Rock Dog"

Compositing Artist

Reel FX Creative Studios, May 14 - Aug 14 (Contract)

- Compositing and continuity for the feature film "The Book of Life"