

PAULINE LIQUIDO

COMPOSITOR

PROFILE

My name is Pauline Liquido! I am a dreamer. A vision maker. I combine reality and phantasmagoria at a click of a finger.

I am aspiring to become a proficient Visual Effects artist and be part of a team, in which I can apply my skills and undergo further growth. At the same time, it is my lifelong quest to share my knowledge and bring happiness to everyone, as well as continuously be an active contributor to my community.

CONTACT

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WORK EXPERIENCE

COMPOSITOR | MILL FILM | AUGUST 2018 - PRESENT

- Working on an undisclosed project

COMPOSITOR | MPC (MONTRÉAL) | OCTOBER 2018 - DECEMBER 2018

- Worked on *Dumbo*, *X-Men: Dark Phoenix* and *Aquaman*

COMPOSITOR | RODEO FX | APRIL 2018 - AUGUST 2018

- Worked on *The House With A Clock In Its Walls*, *Godzilla 2*

COMPOSITOR | ATMOSPHERE VISUAL EFFECTS | AUGUST 2017 - FEB 2018

- Worked on Disney XD's *Mech-X4* TV series and *Siren* TV series

COMPOSITOR | ZOIC STUDIOS | JANUARY 2017 - MAY 2017

- Worked on ABC's *Once Upon A Time* TV series - Season 6

COMPOSITOR | MPC (VANCOUVER) | JUNE 2015 - JULY 2016

- Worked on *Sully*, *Independence Day: Resurgence*, *The Finest Hours* and *Batman v Superman: Dawn of Justice*
- Also completed dimensionalization work and stereo compositing

EDUCATION

VANCOUVER FILM SCHOOL

JANUARY 2014 - DECEMBER 2014

- Diploma with Honours, 3D Animation and Visual Effects (Visual Effects Stream)

VANCOUVER FILM SCHOOL

JULY 2013 - AUGUST 2013

- One week intensive workshop in 3D Animation and Visual Effects

SOFTWARE

- Autodesk Maya
- AfterEffects
- Microsoft Word, Excel, PowerPoint
- MochaPro
- Nuke
- Photoshop
- PFTrack
- Premiere Pro
- Shotgun