

MAX ORGERON



[max.ogeron@gmail.com] [[Reel and Portfolio](#)] [[LinkedIn](#)]

Experience

Animator - Freelance

"Universe - SamuriX" - Music Video (September 2023-Present)

- Write, storyboard, and create animatic for 3-minute narrative timed to music
- Cel-animation, cleanup, and color across multiple shots in Harmony and Clip Studio Paint
- Model and animate a large-scale creature in Maya
- Composite 2D/3D elements into cohesive shots with added lens effects in Nuke and Harmony

Composer - Freelance

"Mirage" - Short Film (June 2023)

- Composite fire elements to create a photo-real bonfire for handheld camera shots
- Perform clean-up work for equipment removals (roto, paint, etc.)
- Key green screen plates

Animator - Freelance

"How to Save a Baby from a Snake Attack" - Short Film (June 2023)

- Cel-animate full body movement of a character dramatically swinging a chair

VFX Artist/Supervisor for Senior Thesis Film

"The Love Grid" - Short Film (April 2022)

- Supervise on-set filming for VFX during a 2-day shoot
- Plan, coordinate, and supervise visual effects in post-production
- Apply VFX skills (roto, keying, tracking, paint, color, CG integration) in Nuke to create fix-it-in-post, invisible, and creative VFX for live action film
- Model photoreal sci-fi technology and particles in Blender, then composite each model in Nuke

Programs

- Toon Boom Harmony
- Nuke
- After Effects + Adobe Creative Cloud
- Blender + Maya

Education

Syracuse University *S.I. Newhouse School of Public Communications*

B.S. Television, Radio, and Film with an English Minor (2022)

Relevant Coursework: Animation for Film & TV, Post-Production Practices, Visual Effects for Live Action, Advanced Visual Effects & Post-Production, Visual Effects Analysis