

Sydney Inman

Brooklyn, New York | sydneyginman@gmail.com

Experience

Visual QA Specialist | WTS Paradigm

Dec 2021 – Current | Remote

- Develop and implement design concepts that are consistent with client needs.
- Research and select the proper furnishings, materials, textures, and lighting to bring the client's vision to life.
- Perform quality control of 3D renders, virtual walkthroughs, and other assets prior to sending deliverables ensuring repeat business from clients.
- Assist in managing Paradigm's offshore team regarding each artists' workloads from project start to finish.

Video Editor / VFX Lead | The Normies

Feb 2019 – Dec 2021 | Indianapolis, IN

- Performed the full range of editing works from splicing, to sound balancing, to color correction and 2D compositing.
- Responsible for the creation of each end screen design and VFX after each video.
- Supported a Youtube channel of 9 creators with an audience of 600k+.

Freelance Video Production Specialist | Bell Racing USA

Aug 2018 – Nov 2018 | Indianapolis, IN

- Responsible for filming and recording the desired content, file organization, video, and sound editing. As well as VFX to enhance the finalized product.
- Developed a trusted relationship with professional NASCAR and INDY500 drivers for Bell's docuseries project.

Compositing Intern | Framestore

Feb 2018 – May 2018 | New York, NY

- Integrated 2D and 3D elements of various shots while balancing the creative and technical side of each component.
- Developed an understanding of depth of field, shutter speed, lighting, aperture, composition, and framing.

Compositor | Neoscape

Dec 2016 – Feb 2018 | New York, NY

- Integrated 2D and 3D assets into hyper-realistic renders and raw footage.
- Edited and composited 360 footage to create a VR architectural visualization experience.

Freelance Compositor | Ingenuity Studios

Oct 2016 | Los Angeles, CA

- Performed seamless clean plating, greenscreen key and integration, rotoscoping, 2D and 3D tracking on over 25 shots for various TV shows.
- Controlled the black levels, grain, color, mattes of footage.

Education

The DAVE School | VFX Production Diploma

Sept 2015 – Sept 2016 | Orlando, FL

The DAVE School provides a technical education that immerses students into the world of VFX. Throughout four semesters, the curriculum includes 3D modeling, sculpting, texturing, lighting, 3D rigging, animation, compositing, and video editing.

Software

Illustrator | Final Cut Pro | Unity | Photoshop | Blender | Nuke | Maya | Premiere Pro | InDesign | After Effects