

JOHNATHON RANDALL CORMIER

Pipeline TD | Tools Developer | Real-Time VFX

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PROFESSIONAL SUMMARY

Pipeline-focused VFX professional with 14+ years of experience spanning postvisualization, compositing, matchmoving, and real-time workflows. Proven track record of building tools and optimizing pipelines to accelerate production across Nuke, Maya, Unreal Engine 5, and Houdini. Experienced leading cross-discipline teams of artists and technical staff. Intermediate Python developer with growing C++ proficiency, passionate about bridging the gap between traditional VFX and real-time technology.

TECHNICAL SKILLS

Real-Time & Engine

Unreal Engine 5 (Sequencer, Niagara, Blueprints, C++), on-set virtual production workflows

Compositing & Color

Nuke (ACES color management), After Effects, EXR/LUT-based finishing workflows

Programming & Tools

Python (Nuke, Maya, pipeline tools), C++ (Unreal), workflow automation, custom tool development

3D & Simulation

Maya (camera layout, lidar integration), Houdini (destruction, fluids), Blender, SynthEyes

EXPERIENCE

Postvisualization Supervisor | *Proof Inc*

2023 – Present

- Built and led a cross-discipline team of animators, compositors, and trackers to deliver postvis shots under tight deadlines while maintaining story-driven quality
- Developed custom pipeline tools and automated workflows (Python, Nuke) to reduce per-shot turnaround time and streamline handoffs between departments
- Directed final-shot finishing teams working with EXR renders and color LUTs, bridging the gap between postvis and final VFX delivery
- Managed real-time rendering pipeline using Unreal Engine alongside traditional DCC tools (SynthEyes, Maya, Nuke)

Postvisualization Compositing Lead | *Proof Inc*

2019 – 2023

- Led a compositing team with dedicated trackers, establishing plate prep and tracking workflows that enabled animators to begin work immediately
- Optimized the Unreal-to-Nuke compositing pipeline for rapid turnaround of animation passes rendered in real-time
- Standardized team processes for shot delivery, improving consistency and reducing revision cycles

Postvisualization Artist | *Proof Inc*

2014 – 2019

- Executed end-to-end postvis workflow: camera tracking (SynthEyes), 3D layout (Maya), and compositing (Nuke) from playblasted animation layers
- Collaborated directly with animation teams to iterate on shot design and camera work for story development

Matchmover / Tracking Artist | *Digital Domain*

2013 – 2014

- Tracked complex shots using lidar scans and reference geometry with proprietary tracking software and SynthEyes
- Delivered production-ready cameras and layouts for the animation department on feature-film VFX projects

Matchmover / Tracking Artist | *Zoic Studios*

2012 – 2013

- Tracked and laid out cameras using SynthEyes integrated with Zoic's proprietary camera rig system

3D Generalist | *Saints LA Visual Effects*

2010 – 2012

- Handled full shot pipeline: camera tracking, 3D asset creation, Maya rendering, and Nuke compositing for green screen, beauty work, and plate cleanup on final deliverables

EDUCATION

Bachelor of Fine Arts, Computer Animation

International Academy of Design and Technology • Tampa, FL

2006 – 2010