
DAVID HORNSTEIN COMPOSITOR

CONTACT

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PORTFOLIO

www.davidhornstein.com

VFX SKILLS

Green Screen Key
2D/3D Elements
Rotoscoping
Matchmoving
2D & 3D Tracking
Matte Extraction
Color Grading

INTERPERSONAL SKILLS

Clear Communication
Time Management
Teamwork
Detail Oriented

TOOLS

Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro
Maya
NukeX
Houdini

SUMMARY

Versatile compositor experienced in developing photo manipulations and compositing elements to create surreal nature environments and cityscapes. Energetic team player with strong organization skills.

EDUCATION

MFA Animation & Visual Effects Academy of Art University | 2020
BAS Animation & Visual Effects SAE Expression College | 2017
AS New Media Arts Animation Kapiolani Community College | 2015

PROJECTS & EXPERIENCE

Visual Effects Artist Studio X, San Francisco | 2017–2020

- Collaborated with award-winning directors, production team and artists to create VFX and compositing breakdowns for various shots.
- Used cameras to project characters onto green screens and composite shots on a dynamic range of motion.
- Created fluids, did comp work on matchmoving the camera, keying and roto-scoping the characters and color grading backgrounds.

Projects included

“Water” (Short) Jennifer Faust and Frank Hernandez | 2020
“Strawberry Mansion” (Feature) Albert Birney & Kentucker Audley | 2020
“001” (Short) Davis Chang | 2020
“World of Steam” (Short) Matthew Yang King | 2019–2020
“All the Old Bells” (Feature) Brent Green | 2019–2020
“The 24th” (Feature) Kevin Willmott | 2019
“Star in the Desert” (Feature) Zachary Kerschberg | 2019
“Jack and Anna” (Feature) Brent Green | 2019

Compositor FuseFX, Los Angeles | 2021–2022

- Worked on Nuke Lessons for 2 weeks.
- Worked on a two TV series for 4 months

Projects included

“Winning Time: The Rise of Laker Dynasty” (HBO Series)
Adam McKay | 2021–2022
“The Orville” (Series) Jon Cassar | 2021–2022