

# CV

**Lewis Saunders**  
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Nationality: **British**  
Location: **London**  
DOB: **19 11 1983**

## Skills

Lewis is a compositor who is happy tackling the full range of 2D tasks, from rig removal and intensive roto, via screen inserts and multi-layered keying shots, to matte painting integration and multi-pass CG.

He works mostly in Nuke or Shake but in production he's also used Flame, Boujou, Mocha and various Adobe and Apple products.

Alongside creative work he also has a software development and systems engineering background, including extensive file-based workflow scripting in Python and shell script, pipeline customisation, colour management, and tool development for Flame, Nuke and Shake.

## Experience

### Winter 2010 / Spring 2011 – Compositor and 2D TD at One Of Us

Projects included cloud tank and CG fluid comps for Guinness “Dark Life”, plus Flame packshot sessions for Guinness and Robinsons “Squash For All”, and comp work on Rabobank “Ideas” and the features One Day and Dark Tide. Also developed a colour-managed pipeline for film and HD across Nuke, Shake, Flame, Houdini and Baselight, integrated and managed the renderfarm and automated various workflow and systems tasks.

### Winter 2010 – Compositor at The Mill

Nuke comps, cleanup and a bit of look development for Axe “Excite the Fall”, Ponds “Leaf Factory” and VW Golf “Everlasting Icon”

### Autumn 2010 – Compositor at Partizan Lab

Shake cleanup, screen inserts and intensively multi-layer character animation comps for Carphone Warehouse “Chaos” and its DRTV variant, plus a spot of pipeline scripting and support

### 2007-2009 – Compositor and 2D TD at Molinare London

Alongside compositing work in a fast-paced facility working mainly with independent features, developed the VFX pipeline, looked after storage and colour, and created custom tools for specific shows and effects. Shows included the features Moon, Bunny and the Bull, The Damned United, It's A Wonderful Afterlife and various Warp Films releases, plus various prime-time BBC dramas, commercials including Sky Sports and Hello Magazine and corporate films for Arup and KPMG

### 2006 – Compositor at KMA Creative

Lead compositor for The Christmas Miracle of Jonathan Toomey. Work consisted principally of large-scale virtual environment shots, extending full-height bluescreens from Shepperton Stage J into a CG children's storybook world, including matchmoving and matte-painting integration.

## Education

**BEng (Hons) Electronic Engineering/Music Technology Systems** at York University, including a final project focusing on hardware accelerated rendering of point clouds for scientific visualisation of acoustic data, and a sandwich year working as a recording engineer and assistant editor

**4 A Levels** including A grades in Maths, Physics and Computing at Hereford Sixth-form College

**9 GCSEs** including 8 at A<sup>☆</sup> from John Beddoes School, Presteigne, Powys

## Interests

When not glued to a Wacom tablet, Lewis spends more time than is advisable on his bike, hanging from a rope up enormous trees and down cavernous holes, mis-exposing reversal film in antique cameras and converting decrepit East End warehouses into living spaces.