

Steve McLafferty

Web:

stevemclafferty.com

Email:

stevemclafferty@gmail.com

Professional Profile

VFX Artist

- 3D Tracker Post Vis on Rise of the Apes (Film)
- 3D Tracker Pre/Post Vis on Green Lantern (Film)
- Stereoscopic Matchmover on Harry Potter and the Deathly Hallows: Part I (Film)
- 3D Tracker on The Social Network (Film)
- Stereoscopic Matchmover on The Green Hornet (Film)
- Stereoscopic Matchmover on Yogi Bear (Film)
- Matchmover on V (Series)
- Matchmover on Three Rivers (Series)
- Matchmover on Cold Case (Series)
- Matchmover on Bones (Series)
- Matchmover on True Blood (Series)
- Rotoscoper on Mad Men (Series)
- Matchmover on Mtn Dew / WoW: Level Up or Die (Commercial)
- Rotoscoper on Flash Forward (Series)
- Matchmover on Human Target (Series)
- Matchmover on Ben 10: Race Against Time (Film)
- Matchmover on Revolution (Series Pilot)

Game Designer

- Technical animation designer, Play balance designer Fallout: Brotherhood of Steel (PS2/XBOX)
- Cinematic designer, Level designer Star Trek: Klingon Academy (PC)

Field-Related Work History

- Pixel Liberation Front, Venice, California: 3D Tracking
 - October 2010 to Present
- Sassoon Film Design, Santa Monica, California: Matchmover/Animator
 - June 2010 to October 2010
- A52, Santa Monica, California: 3D Tracking
 - July 2010 to August 2010
- Zoic Studios, Culver City, California: VFX Artist
 - May 2008 to April 2010
- The Famous Group, Culver City, California: Rotoscoper

- August 2009
- Interplay Entertainment Corporation, Irvine, California: Game Designer
 - 1996 - 2000, 2002 – 2004
- go2.com, Irvine, California: Database QA
 - 2000 - 2001

Education

Art Institute of California, Santa Ana, California

- Bachelor of Science Degree, Media Arts and Animation

Pierce College, Woodland Hills, California

- Associate of Arts Degree, Liberal Studies

Computer Skills

- Match moving: SynthEyes and PFTrack
- Compositing: After Effects and Nuke
- 3D: Maya