

SEAN GOLDMAN

Animation & VFX Lighting • Compositing • Stereo • Technical Leadership

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SUMMARY

Senior VFX and Animation professional with 25+ years of experience across feature films and episodic television. Expert in Lighting, Compositing, Stereo, FX, and Digital Intermediate workflows with a proven track record of leading teams, building pipelines, mentoring artists, and delivering high-end visual storytelling across Houdini/Solaris, Nuke, Maya, Unreal, and USD-based environments.

CORE SKILLS

Lighting & Look Development • Compositing • Stereo Pipelines • FX Direction • Houdini (Solaris/LOPs) • Nuke • Maya • Unreal • USD • RenderMan • Katana • Digital Intermediate / Color Pipelines • Vendor Supervision • Pipeline Design • Leadership & Mentorship • Linux • VR / Real-Time • Agile / Scrum

PROFESSIONAL EXPERIENCE

Nickelodeon — Compositing / Lighting / FX Director (Jan 2023 – Dec 2025)

- Led Lighting, FX, and Compositing design across two seasons (40 episodes) of Max and the MidKnights.
- Partnered with CG Supervisor and Art Director to define look development, lighting language, and FX direction.
- Built and refined CG pipelines using Maya, Unreal, and Nuke.
- Directed international vendor teams through creative reviews, lighting breakdowns, and color scripts.
- Conducted full-series QC passes at LRC/DI stages, resolving creative and technical issues before final delivery.
- Collaborated across departments on pipeline streamlining and workflow innovation.

Walt Disney Feature Animation — Stereo Camera / Finishing Artist (Apr 2022 – Oct 2022)

- Built digital stereo camera rigs and handled final stereo compositing across multiple sequences.
- Delivered final stereo treatments ensuring consistency, comfort, and visual fidelity.

Marvel Studios — Assistant Stereo Supervisor (May 2021 – Feb 2022)

- Supervised vendor stereo work on Shang-Chi, Eternals, and Spider-Man: No Way Home.
- Led shot approvals, version tracking, and stereo QC across both VFX and non-VFX shots.
- Participated in DI sessions, IMAX reviews, SDL checks, and delivery QC.
- Ensured consistency between 2D and 3D theatrical versions.

Blue Sky Studios — Lighting / Compositing / Stereo TD (Jan 2012 – Feb 2021)

- Lit sequences using Houdini Solaris via USD pipelines and proprietary tools.
- Composited shots in Nuke for feature animation productions.
- Built stereo camera rigs and delivered mono/stereo final comps across multiple sequences.
- Debugged and enhanced internal tools to improve lighting, comp, and stereo workflows.

Stereo D — Trainer / Senior Stereo Artist (Apr 2010 – Dec 2011)

- Trained new artists on studio pipelines, production workflows, and artistic standards.
- Created multilayer depth mattes, stereo comps, and stereo paint on major live-action films.

Sony Pictures Imageworks — Stereo Artist (Feb 2009 – Aug 2009)

- Created 2D and stereo shots using proprietary tools comparable to Nuke, Shake, and Maya.

Walt Disney Animation Studios — Assistant Manager / Assistant Technical Director (1997 – 2008)

- Managed onboarding programs, mentorship pipelines, educational enhancement initiatives, and production council operations.
- Built and debugged CG shots across departments using Maya, Shake, and proprietary tools in Linux.
- Contributed to the development and optimization of Disney's early CG animation pipelines.

EDUCATION & CERTIFICATIONS

UCLA — Computer Graphics
Certified Scrum Master — 2020

ADDITIONAL STRENGTHS

Digital Intermediate & Color Pipelines • Cross-Cultural Vendor Leadership • Mentorship & Training • AI-Assisted Workflows • Real-Time / VR Pipeline Experience