

SEAN GOLDMAN

Senior VFX & Animation Artist • Lighting • Compositing • Stereo • Technical Leadership
Los Angeles, CA • 818-642-9813 • sean.goldman@sbcglobal.net

PROFESSIONAL SUMMARY

Award-caliber VFX and Animation professional with 25+ years of experience on major studio feature films and episodic television. Proven leader in Lighting, Compositing, Stereo, FX, and Digital Intermediate workflows — with hands-on expertise across Houdini/Solaris, Nuke, Maya, Unreal, and USD-based pipelines. Track record of elevating visual quality, building scalable pipelines, mentoring artists, and steering international vendor teams to deliver premium results on schedule.

CORE TECHNICAL SKILLS

Lighting & Look Dev: Houdini (Solaris/LOPs), RenderMan, Katana, Maya, USD, Unreal Engine

Compositing: Nuke (expert), proprietary compositing pipelines, multi-pass CG comp

Stereo / 3D: Camera rig design, stereo finishing, QC, DI/IMAX/SDL deliveries

Pipeline & Tools: USD workflows, pipeline design & optimization, Linux, Agile/Scrum

Emerging Tech: AI-assisted workflows (MidJourney, ComfyUI, Griptape), VR / Real-Time

Leadership: Vendor supervision, cross-cultural team direction, mentorship & training

PROFESSIONAL EXPERIENCE

Nickelodeon | *Compositing / Lighting / FX Director* Jan 2023 – Present

- Directed Lighting, FX, and Compositing across two full seasons (40 episodes) of Max and the Midnighters, defining the show's overall visual language.
- Partnered directly with CG Supervisor and Art Director to establish look development, lighting language, and FX direction — serving as a key creative driver on the series.
- Built and refined end-to-end CG pipelines in Maya, Unreal, and Nuke, improving throughput and consistency across a large international crew.
- Supervised overseas vendor teams through creative reviews, lighting breakdowns, and color scripts, ensuring high-fidelity results aligned to studio standards.
- Led full-series QC at LRC/DI stages, identifying and resolving creative and technical issues prior to final delivery.

Walt Disney Feature Animation | *Stereo Camera / Finishing Artist* Apr 2022 – Oct 2022

- Designed and built digital stereo camera rigs and executed final stereo compositing across multiple sequences for a major theatrical feature.
- Delivered polished stereo treatments ensuring visual consistency, viewer comfort, and fidelity to creative intent across platforms.

Marvel Studios | *Assistant Stereo Supervisor* May 2021 – Feb 2022

- Supervised vendor stereo delivery on three major theatrical releases: Shang-Chi and the Legend of the Ten Rings, Eternals, and Spider-Man: No Way Home.
- Managed shot approvals, version tracking, and stereo QC across both VFX and non-VFX shots for simultaneous multi-project delivery.
- Participated in DI sessions, IMAX reviews, SDL checks, and final delivery QC — ensuring parity between 2D and 3D theatrical versions.

Blue Sky Studios | *Lighting / Compositing / Stereo TD* Jan 2012 – Feb 2021

- Lit sequences using Houdini Solaris and USD-based pipelines across multiple high-profile animated feature productions over a decade.
- Composited shots in Nuke and proprietary tools, contributing to final look across a range of complex sequences.
- Built and delivered stereo camera rigs and mono/stereo final comps, supporting full theatrical release pipelines.
- Debugged and enhanced internal lighting, compositing, and stereo tools — directly improving artist workflows and production efficiency.

Stereo D | *Senior Stereo Artist & Trainer* Apr 2010 – Dec 2011

- Onboarded and trained new artists on studio pipelines, production workflows, and artistic standards, raising team-wide quality and speed.
- Created multilayer depth mattes, stereo comps, and stereo paint for major live-action theatrical features.

Sony Pictures Imageworks | *Stereo Artist* Feb 2009 – Aug 2009

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

Walt Disney Animation Studios | *Assistant Manager / Assistant Technical Director* 1997 – 2008

- Managed onboarding programs, mentorship pipelines, educational initiatives, and production council operations across one of animation's most storied studios.
- Built and debugged CG shots across departments in Maya, Shake, and proprietary Linux tools, contributing to Disney's transition into CG animation.
- Played an active role in developing and optimizing early CG animation pipelines at Disney — foundational work that shaped the studio's modern production infrastructure.

EDUCATION & CERTIFICATIONS

UCLA — Computer Graphics

Certified Scrum Master — 2020

SELECTED CREDITS

Spider-Man: No Way Home • *Eternals* • *Shang-Chi and the Legend of the Ten Rings* • *Max and the Midknights (Seasons 1–2)* • *Blue Sky Studios features (multiple)* • *Walt Disney Animation features (multiple)*