

DAN BOUJOULIAN

ONLINE EDITOR, VFX EDITOR, VFX ARTIST, IT ENGINEER
demo reel • www.bojo.tv || email • dan@bojo.tv • (248) 345-5039

OBJECTIVE

To immerse in a workplace, evolve my creativity and challenge my technical troubleshooting abilities.

SUMMARY

- Comfortable using Macintosh, Windows or Linux operating systems.
- Able to manipulate motion imagery, edit video and provide software/hardware upgrades.
- Can learn new equipment, systems and software quickly.
- Detail orientated worker that artists, producers and clients trust to do the job efficiently.

SKILLS

- Ability to use software such as Autodesk Flame, Adobe Photoshop, After Effects, Apple Final Cut Pro, Avid Media Composer, DaVinci Resolve, Nuke Studio/ Hiero and all flavors of video compression applications.
- Finishing Editor for broadcast television, able to sit with clients to make final changes.
- Over 2 decades of hands-on experience upgrading and maintaining computer software and hardware.

EDUCATION

- Grand Valley State University, Bachelor of Science in Film/Video, Animation emphasis, 1999

EXPERIENCE

Freelance Work, Various - VFX Editor, VFX Coordinator, Production Assistant, Camera Operator, Technician [1997 - 2019]

- VFX Editor on television and film projects with Alkemy-X, Summer 2018 & 2 months at Spin VFX, Atlanta mid-2019
- VFX Coordinator on Netflix The Who Was? Show at Matador Content, late 2017 to early 2018
- Avid Technician at SIM Post, summer 2017 covering chief engineer's paternity leave.
- Production: Toyota, Ford, Canadian Hockey League, Cancer Walkathon. Detroit Electronic Music Festival, Sporting Events Cameraman: MSU Volleyball, Detroit Lions, Senior PGA Golf, Rampage (Indoor Football)
- Edited custom reels, supported the entire filmmaking process from initial bidding to shooting at Avalon Films in 2000.

The Artery VFX - New York NY - Flame Artist / Engineer [Jul 2015 - Feb 2017]

- Maintain IT systems.
- Conforms, VFX cleanup, archiving projects

Goodpenny - New York NY - Flame Artist / Chief Engineer [Sep 2013 - May 2015]

- Ran Online dept using Autodesk Flame, finishing edits for 3 editors.
- Maintain IT systems throughout offline and online departments.

Red Car - New York NY - Junior Smoke Artist / Engineer [Sep 2011 - Sep 2013]

- Assist Lead Smoke Artist online material. Conform, VFX cleanup, roto and output media.
- Maintain systems, archive media, technical liaison for all FCP, Avid & Autodesk Smoke systems

PSYOP - New York NY - Flame System Administrator / Junior Flame Artist [Oct 2007 - Jan 2010]

- Maintained Flame systems, conformed edits, performed VFX cleanup, paint, roto tasks on Flame.
- Managed TapeOp dept, output media, created protocols for media creation and management.

Avenue Edit - Chicago IL - Digital Guru [June 2006 - July 2007]

- Assisted engineers maintain and upgrade film post production equipment during a location move.
- Encoded media, programmed DVDs, cloned tapes, edited video, created website content.

Universal Images - Southfield MI - Assistant Editor/ VFX Assistant [Oct 2001 - June 2006]

- Data wrangler for Autodesk artists, troubleshooting systems, encoding media, updating tape element database
- Designed and wrote copy for print ads, website content, DVDs, etc. Shot new video elements for VFX artists.