

Max Meier

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SUMMARY

Previously VFX Supervisor at RM Inc. with two years of extensive experience in every aspect of the pipeline. Ability to manage complex projects from ideation to delivery while maintaining the highest quality within even the tightest timelines. Experienced in technical and logistical troubleshooting, developing creative solutions that not only fix issues but create optimal solutions, and collaborating with artists and directors to bring ideas to fruition. Committed to working with the greatest minds in pursuit of creating art that is not just appealing but reflective of the passion and sensitivity required to be a visual storyteller.

EXPERIENCE

VFX Supervisor

RM Inc.

January 2020 - January 2022, New York City

- Responsible for conceptualizing, shooting, file organizing, color grading, retouching, producing additional VFX, editing, delivering, and ultimately archiving over forty commercial still-life and on-figure video campaigns for brands such as Tiffany and Co., Marc Jacobs, Revlon, and more.
- Streamlined the film and post-production pipeline through countless hours of planning, research, and experimenting.
- Created and programmed fully automated motion control rigs for the main purpose of the Tiffany and Co. jewelry videos.
- Collaborated and delivered hundreds of color-graded and retouched assets to large post-houses such as Consulate (NYC).

SVA mentor for underclassmen

SVA

January 2023 - March 2024, New York

- Met with mentees once a week to discuss their progress in learning VFX / CG.
- Would give demos on specific topics that mentees found particularly challenging.
- Introduced mentees to industry professionals and like-minded students to maximize their artistic potential.

VFX Club President

SVA

January 2023 - September 2023, New York

- Organized weekly meetings where I would create a presentation or a demo regarding the different areas of VFX or its industry.
- Topics include VFX Pipeline (with software emphasis), Industry-standard file naming + folder structures, CG compositing using AOVs from Maya, Camera tracking for 3D live-action integration, and more.
- Organized guest speakers from the industry to host talks.

EDUCATION

Bachelor in Fine Arts

The School of Visual Arts • New York, NY • 2024

Software Knowledge

Houdini
Nuke
Maya
Substance Painter
C4D
SpeedTree
Adobe Suite
Davinci Resolve