



# ANDREW LEWITIN

New York, NY

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## SUMMARY

Visual Effects Supervisor- CG Supervisor - Senior Compositor - 3D Generalist

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## EXPERIENCE

### *Senior Compositor: **Stargate Studios, Atlanta***

Atlanta, GA/ WFH — Dec 2023 - July 2024, September 2024-June 2025, September 2025-March 2026

Senior compositor on multiple television shows and feature films, including, but not limited to green screen set extensions, creature compositing, adding muzzle flashes, blood squibs, fire, explosions, and so on. Additionally, acted as a mentor to junior artists, teaching advanced skills and delegating tasks.

#### **Notable Projects Include:**

- Television: Will Trent, NCIS, High Potential
- Feature Films: Afraid, Wicked, Jurassic World Rebirth
- Commercial: Living Proof, Death of Slim Shady

### *Senior Compositor and 3D Generalist: **Platinum Platypus***

Bethpage, NY — July 2023 - Aug 2023

Senior compositor and 3D Generalist on multiple feature films.

#### **Notable Projects Include:**

- Feature Films: Stream, Song of the South

### *Senior Compositor: **Stargate Studios, Atlanta***

Atlanta, GA/ WFH — July 2022 - June 2023

Senior compositor on several television shows and feature films.

#### **Notable Projects Include:**

- Television: The Resident, Will Trent, NCIS
- Feature Films: The Home, Insidious: The Red Door, Five Nights at Freddy's, Night Swim

### *Visual Effects Supervisor, CG Supervisor, Lead Compositor and Lead 3D Generalist: **Filmworks Fx, NY***

New York, NY — Dec 2014-June 2022

Played an integral role in managing artists, developing pipelines, organizing shots and completing VFX work for television, features and commercial projects.

#### **Major Projects Include:**

- Blue Bloods, Limitless, Hap & Leonard, Star Trek: Discovery, Star Trek:

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## EDUCATION

Syracuse University  
Computer Art, 2006

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## SKILLS

**After Effects:** Compositing and Animation

**Nuke:** Compositing (Intermediate)

**Maya:** Modeling, Texturing, Rigging, Animation, Lighting  
\*Mental Ray, Vray, Renderman, and Redshift

**Boujou:** 3D tracking

**Syntheyes:** 3D tracking

**Photoshop:** Painting, texturing

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## REFERENCES

References upon request

*Visual Effects Supervisor, Lead Compositor and  
3D Generalist: **The Aaron Sims Company***

Los Angeles, CA — April 2013-December 2014

Led small teams to create feature film quality animation and visual effects, starting from pre production through to final delivery. Developed an internal vfx pipeline and helped to establish the groundwork for a full visual effects studio.

**Major Projects Include:**

- ID Forever Part I
- We're The Millers
- Hidden

*Generalist, Compositor and Lead Animator:  
**Filmworks Fx***

Los Angeles, CA — Oct 2007-April 2013

Worked on feature films, commercials and television shows as an artist, while mentoring interns and junior artists and developing animation pipelines.

**Major Projects Include:**

- Hitchcock
- The Tourist
- You Don't Mess with the Zohan

*Animator: **G-dcast***

2012 - 2015

Worked as a 2D animator for several short films and the online preschool television show, Shaboom.

*Visual Effects Artist: **Atomic Garage***

Los Angeles, CA — September 2014 - November 2014

Worked with a team of artists using a web based pipeline to complete shots for the feature film, Masterless.

*Visual Effects Artist: **Grandpa Jones Productions***

Los Angeles, CA — 2011-2012

Using After Effects and a completely web-based pipeline, composited shots for the **Disney** web series Rule the Mix.

*Animator: **Vectormax***

Jersey City, NJ — 2006-2007

Created short animations for mobile distribution using Softimage.

*Animator: **Face 2 Face Animation***

Summit, NJ — 2006

Character animation for commercials and shorts