



# THEODORE JONAS GAGE

VFX Artist | Animator | Editor

Owner, [Shotgun Inc.](#)

## EXPERIENCE:

### [Dustin Yellin, LLC](#) – VR Technical Consultant & 3D Artist February 2017 – Present

VR Project dev for TBA VR app in conjunction with Here Be Dragons, Inc. Making 3D previz stereoscopic VR animatics in C4D. Hi-res scanning and processing of physical art for VR integration.

### [Mother NY](#) – Motion Graphic Artist January – February 2017

“Anna Kaiser – 24Hr Happy Hour Workout” Live motion graphics package: Lower thirds, transitions, bugs and buttons for FB Live branded content.

### [Droga 5](#) – VFX / MoGraph / Editing October 2016 – January 2017

“Snowman Social” – 30s. National ad. Offline edit, motion graphics, VFX, editing, color correct, online edit, mastering.

### [Ghost Robot](#) – Freelance VFX Artist April - June 2016

“The Note” - 20 min. Red Bull Music Academy – “Disco Demolition” Glitch VFX graphics package

### [m ss ng p eces](#) – Freelance Finishing Editor Feb 2016

“Aaron & Meg” – 4 min. GE. Marketing piece. Finishing editor. Audio mix & master, color correction, roto cleanup.

### [Shoulderhill Entertainment](#) – MoGraph Artist / Editor Sept-Nov 2015

“24 hours of reality” (2015) **Al Gore’s Climate Reality**

Editing & Animation - 30s promotional piece\* and 3 min production on climate change

\*Nominated for 2016 Emmy for short-form editing

### [Dream Machine Creative](#) – Freelance VFX Artist October 2015 – Present

“Color Jolt” Maybelline – 30s Commercial – Electricity VFX & motion graphics

“Something Wonderful” 2016 – 4K Concert series promo piece. 360 VR. Particle VFX, design, roto & chroma key

“Autotune The Munsters” (2015) Cozi TV (Cable) – VFX, animation & editing

### [BBDO Worldwide](#) – Freelance VFX Artist / Editor April 2015 – Present

VR / 360 Motion graphics, design, VFX, color correction, rotoscoping, editing

AT&T VR Track Day – 360 VR motion graphics, editing, color & stabilization



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Other clients including: Intel, VISA, Red Cross, Mars Inc., GE, Lowes, Johnson & Johnson, Samsung, Delta Airlines

## **Norman Bros. Productions – Freelance VFX Artist** Jan. 2016

“Dolla Beals” – Mountain Dew. 30s Commercial – Costume patch & logo removal via Mocha Pro

## **“Warmest Winter” (2015) – VFX Artist** Oct- Nov 2015

Ind. short film. Dir. Evan Kultangwatara . VFX - Decapitation & digital blood. Additional roto, tracking, masking and shot cleanup.

## **“The Skin” (2015) – VFX Artist** Aug-Sept 2015

Ind. short film. Dir. Justin Timms. Digital creature makeup, VFX, mocha tracking, roto & color grading

## **Vranizan Design – MoGraph Artist** March - April 2015

VFX & Motion Graphics for 2015 ESPN ESPY Award show graphics package.

## **“The Spring Standards - Live From Delaware” – Director / Animator / Editor** Aug – Jan 2015

Produced, designed, & directed 16 hand-painted animated titles, live concert film.

## **MTV / Viacom – Freelance MoGraph Artist** Apr - Aug 2013

“Hey Girl” – Sketch comedy. Design, editing, VFX, and animation.

## **Greencard Pictures – VFX Artist** Jan – May 2012

“The Fuzz” – Dir. Duncan Skiles. Greencard Pictures / Waverly Films. Feature film & webisodes. VFX, rotoscoping, matte cutting, tracking, rig removal and animation  
“Ready to Go” 30s. Commercial. Dell Computers – Animation & motion graphics

## **OMD – Lead MoGraph Artist** May 2010 – Present

Clients include: Intel, Activision, Lowes, SoBe, Gatorade, Pepsi Co., Intel Inc., Visa

## **The Floating University – Animator** June 2011 – Jan. 2012

“Great Big Ideas – An Entire Undergraduate Education While Standing on One Foot”  
Video materials for Harvard, Yale, Bard online class. 350 min. Animation, editing, & design. [www.floatinguniversity.com](http://www.floatinguniversity.com)



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## Education

### **School of Visual Arts – NYC**

2008 CE

3D Character Animation in Maya

Physical Dynamics in Houdini

### **Wesleyan University – Middletown, CT**

**Film Major**

BA 2001 – 2005

### **Sidwell Friends High School – Washington, DC**

Graduated 2001

## Skills

- Excellent communicator and client wrangler, easygoing and great to work with in teams or one on one. An eye for design, efficient, and appreciation for uncompromising technical quality.
- Over 10 years professional After Effects & Premiere experience. Independently licensed for the majority of commercial plugins and scripts. (Mocha Pro, Red Giant Trapcode suite / Magic Bullet / Video Copilot Element 3D, Newton, Plexus, Sapphire Pro and more)
- 5 years advanced Mocha Pro usage for VFX roto, tracking, and BG extension, replacement
- 10 years professional Adobe Premiere & Final Cut Pro experience including offline edit to color grading, encoding & transcoding, multi-cam edits, and long form edits
- 6 years experience Cinema 4D modeling, lighting, rendering, including visual effects using Octane Renderer, Turbulence FD, Vray, XParticles v3.5
- 4 years experience with NextLimit Realflow
- Technical computer hardware support including building & maintaining PC workstations, network infrastructure, and Windows 7, Windows 10, & Apple OSX support and troubleshooting