

# peter timberlake

[peter timberlake.com](http://peter timberlake.com)

comp resume 2022



**VES Award Winning Composer\***

\*was personally awarded VES Award



**Emmy Winning Composer\***

\*small team was awarded Emmy



**Failed NBA Player\***

\*didn't even make my middle school basketball team

Hi!

Always looking to meet new friends in the world of film making, don't hesitate to reach out.

<3 Peter

## My Work Experience

### The Mill LA Compositing Supervisor 2022-

Compositing Supervisor and VFX Supervisor at the Mill LA

**Apple TV Feature (2022)** (VFX Supervisor)

### Weta Digital Senior Compositor 2021-2022

Was a staff compositor at Weta for around a year.. My role has was fairly by-the-book Senior Comp / Comp TD.

**The Batman (2022)** (Senior Compositor)

**Peacemaker (2022, HBO Max)** (Senior Compositor)

**Overwatch 2 (2022, Blizzard/Microsoft Cinematic)** (Senior Compositor)

### Framestore Compositor / Comp TD 2016-2019

While at Framestore, I was tasked with compositing/shot work. I also developed Nuke tools for Framestore which are still used today. Those include the 360 video Stitching pipeline, 'Nuke/Mocha' Pipeline, Camera Retime, Muzzle Flash, NDA Chat App, VR Expo Glow, and many more. I also developed a render manager used to render a proprietary render engine developed by Facebook. This is the only project to ever use the Facebook camera and render engine in production.

I also worked as a compositor, comp lead, TD, composer, and sound designer while at Framestore.

**Thor Ragnarok** (compositor)

**Christopher Robin** (compositor) (project Oscar Nomination: Best VFX in a Feature Film 2019)

**Apple: Welcome Home** (VES Award Winner: Best Compositing in a Commercial 2018) 🏆

**Apple: Bounce** (compositor) (project Emmy Nomination for Best Commercial 2020)

**Beastie Boys Story** (compositor)

**Destiny 2: Legends Will Rise** (compositor) (project Nom for VES Award: Best Compositing in a Commercial 2017)

**Facebook: Coming Together** (compositor, comp TD)

**Free Solo 360** (compositor, composer) (Project Awarded Emmy) 🏆

& many more

### Freelance VFX Supervisor 2019-2021

In 2019, I started a VFX company called Tarantula. Today, our projects scale to around ~20 artist per project. My role is to supervise, organize, and creative direct all projects which run through Tarantula. Those projects include:

**Selena Gomez** (Baila conmigo MV)

**The Weekend** (Too Late MV)

**Etsy** (Holiday 2020 TVC Campaign)

**Royal Bank of Canada** (TVC)

**La Mer / Estee Lauder** (Ana De Armas TVC)

**Jamie Foxx** (Ocean MV)

**Skip The Dishes Canada** (John Hamm TVC)

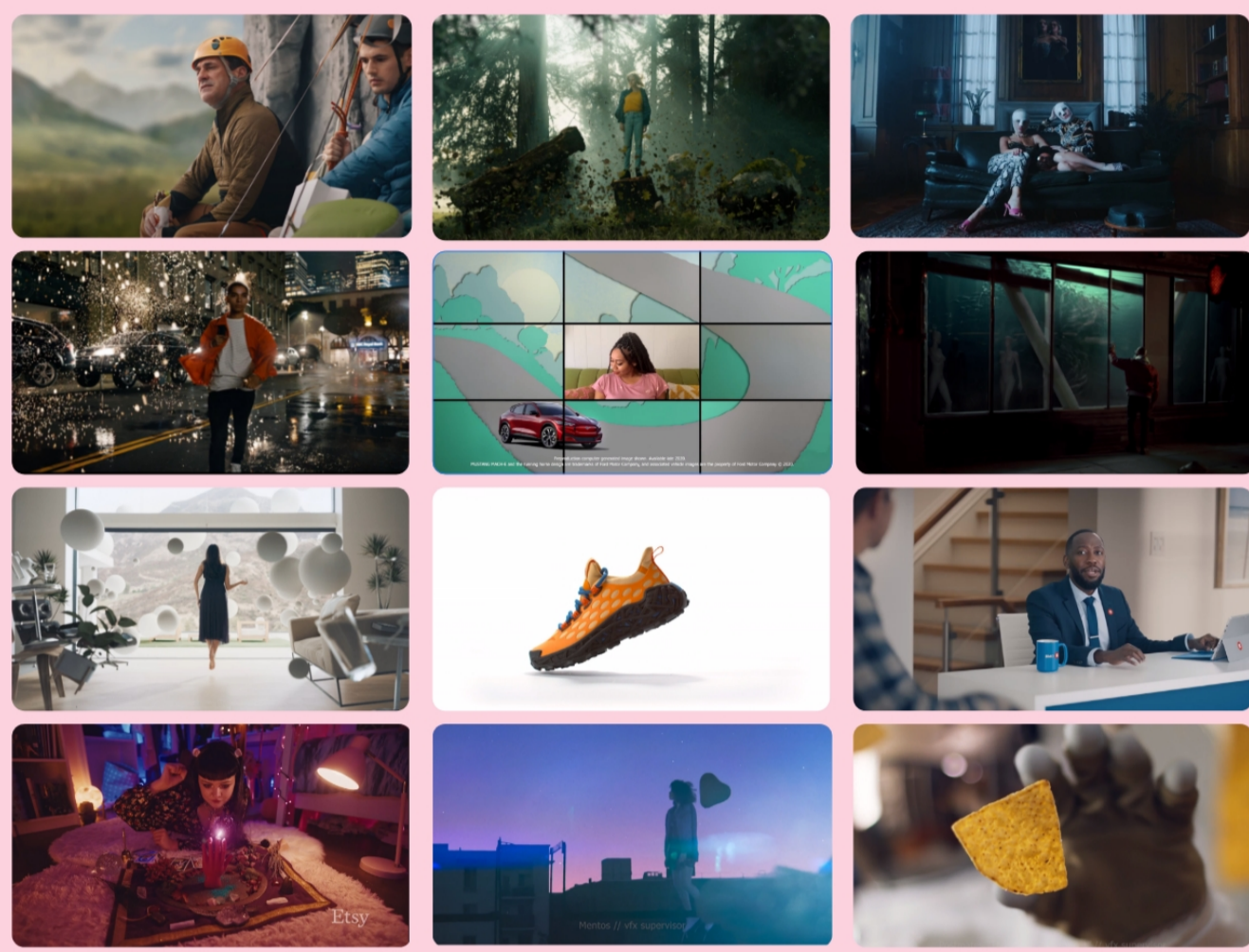
**ASUS** (TVC)

**Jimmy Choo** (TVC)

**BMO Harris Bank** (Lamorne Morris TVC)

**Electrify America** (TVC)

& many more



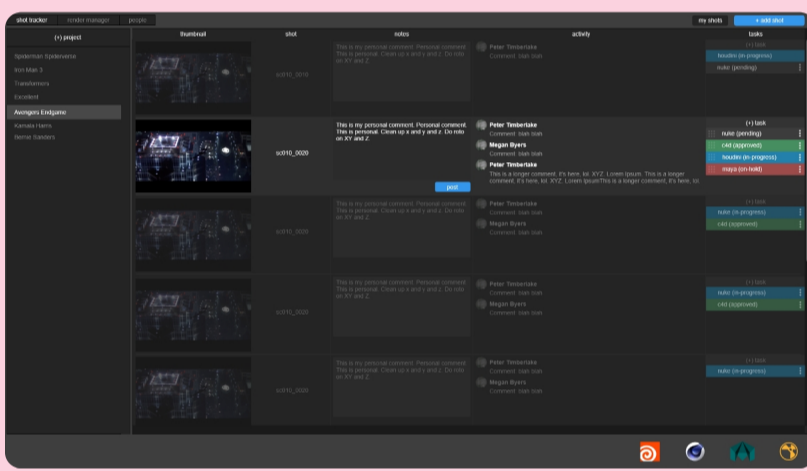
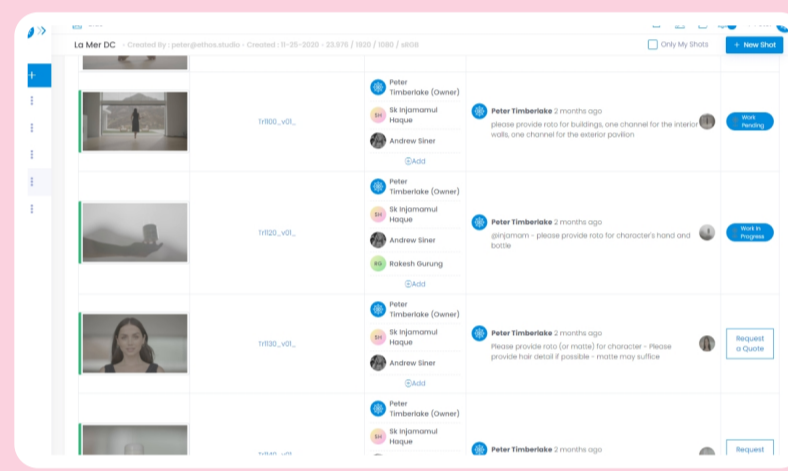
### Tarantula Founder / Project Manager (Software)

2019-Present

At Tarantula we do client VFX work. But the reason I created Tarantula was not to complete VFX work, but to create rotopaint outsourcing software. This software is designed to take all of the pain out of the rotopaint outsourcing process. Our online platform is now available for use.

#### trn.la online dashboard.

Serves as  
VFX Project Management Database  
Rotopaint Outsource Platform  
Filesharing, Review, Annotation, and Collaboration Tool

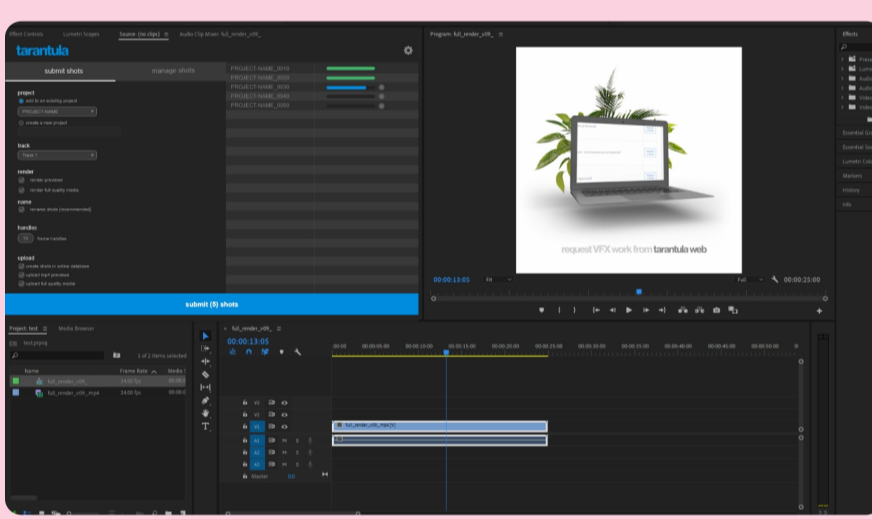
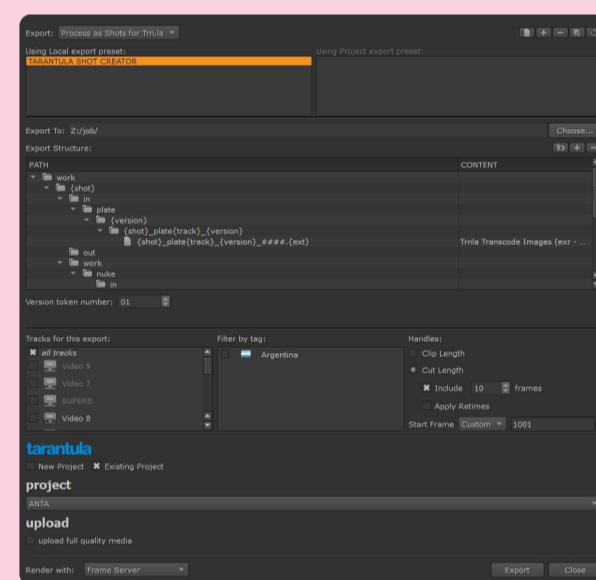


#### tarantula desktop application.

Serves as  
Project Management Tool  
Render Manager  
GUI for user-created Python Scripts

#### Nuke/Nuke Studio Exporter.

Serves to  
Upload from Premiere all desired shots to the tarantula online database and desktop application.



#### Premiere Pro Exporter.

Serves to  
Upload from Premiere all desired shots to the tarantula online database and desktop application.

## My Education

### Ball State University B.A. in Music Composition

2010-2014

tried pretty hard, did pretty well, graduated. not much more to say here.

## My Skills

### Things I'm exceptionally good at

Nuke  
Making things 'work' (both aesthetically and technically)  
On set VFX supervision / prep  
VFX Project Management / supervision  
2D Pipeline Technical Direction  
Writing music for film (weirdly)  
Thinking of funny things to put in commercials

### Things I'm pretty good at

Python (particularly for VFX applications)  
C4D & Redshift  
UI / UX / Graphic design  
Writing  
Software Project Management

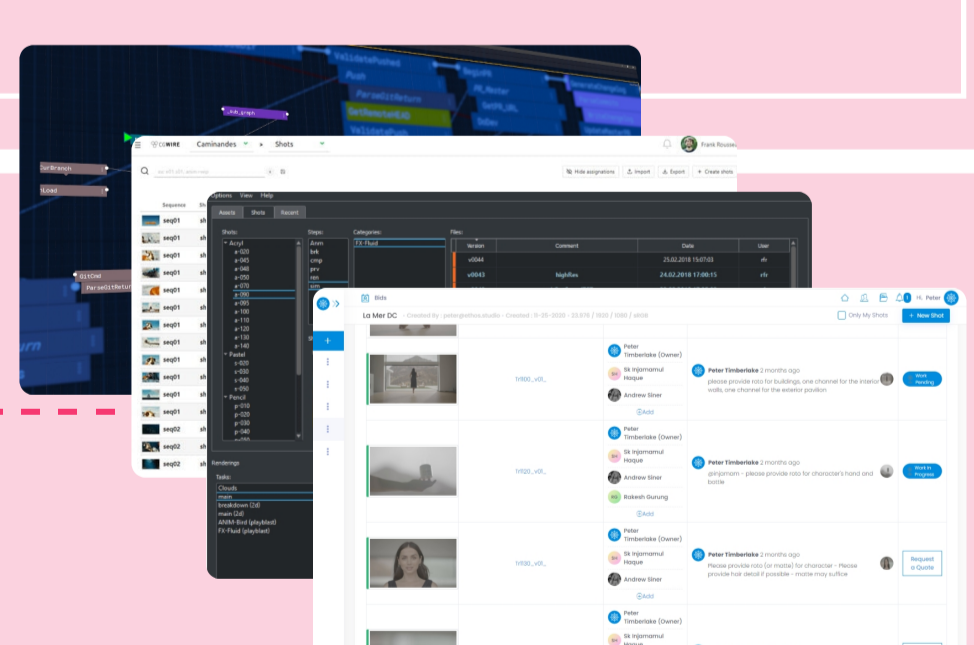
### Things I'm looking to get better at

Houdini  
Unreal Engine  
Computer Science  
Art Direction  
Entrepreneurship  
+ Everything in the other two sections

## My Interests

### VFX Pipelines & Project Management

I haven't been able to stop thinking about VFX pipelines and workflow optimization since I started learning about pipelines in ~2015



### Animation

Looking to learn more about the 3D animation pipeline.

### Design & Architecture

Just bought a little cabin in Crestline CA and have been getting pretty into it!



### Dungeons and Dragons

Particularly 'actual play' podcasts like "The Adventure Zone"

### Alice

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Thanks for reading, much love, and hope to work with you soon!

-Peter

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