



JASON M BERGMAN

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SOFTWARE : Primary Software: Nuke, Flame, After Effects, Maya, Mocha, Photoshop, Illustrator

EMPLOYMENT: **The Mill (Chicago):**
October 2018-Present
VFX Supervisor

Worked with directors and agencies from pre-production, helped develop creative VFX solutions that work within the budget. Continued work with directors and DP's on set to capture the vision and supervised the finishing and delivery of the commercials with large teams while developing lasting relationships with the clients.

In charge of the Nuke department including recruiting and selecting new hires. Was in charge of developing pipeline and improving tools. Worked with companies like VortechsFX (Eddy) and Keen Tools to get their tools implemented across The Mill worldwide also worked with their developers to improve tools for our use.

In my first year I creatively lead and worked with my team to bring in the first VES nomination for the office and their largest Super Bowl commercial that finished in the Top 5.

The Mill (LA):
August 2013-October 2018
Senior Nuke Lead
On-Set Supervisor
Trainer

In charge of leading large teams on very CG heavy projects in both Nuke Studio and Flame. Work directly with clients and directors, bid projects and attend shoots as VFX Supervisor.

Implemented a full Nuke training program for new artists, In charge of managing and training new artists.

Freelance Artist:
Senior Compositor
March 2013 - August 2013

Psyop (*May 2013 - Augu 2013*) - Sr. Nuke & AE Compositor, various commercials
MPC (*Mar.-May 2013*) - Sr. Nuke Compositor: Fast 6, and The Lone Ranger

Zoic Studios:
Senior Nuke Compositor
Junior Flame Compositor
November 2010 - March 2013

Moved from Junior Nuke Compsitor for the commercial and gaming department and promoted to Senior Nuke Compositor and Lead within the first year. Developed looks and FX for projects including the 2013 VES nominated, Falling Skies.

ICO VFX:
Lead Compositor
Trainer
January 2010 - October 2010

Lead Compositor on multiple projects. Developed proprietary stereoscopic conversion software. Team lead on three stereoscopic features.

Mumbai, India - Relocated for 1 month to impliment and train 20 individuals to properly use, Nuke, After Effects and Mocha for rotoscoping and tracking.

Freelance Artist:
VFX/Motion Graphic Artist
April 2009 - December 2009

Famous Group (*Aug.-Dec. 2009*) - Compositor/MoGraph: various commercials
Almost Human (*Jun.-Aug. 2009*) - Compositor - Fear Clinic
Sam Hurwitz (*Apr.- Oct. 2009*) - Compositor/MoGraph: various commercials

Row 27 Studios:
July 2008 - April 2009
Motion Graphic Artist

Motion Graphic Artist and Video Producer. Individually responsible for completing 30 second to 1 minute commercials from start to finish for college sports teams. Conceptualized each project, wrote copy, edited, sound design and completed all motion graphics.

AWARDS: **2020 VES Awards:** Nominated for Outstanding Compositing - Feeding America - Faces of Hunger
2018 HPA Awards: Winner: Outstanding VFX in a Commercial - KIA - Hero's Journey
2012 VES Awards: Nominated for Outstanding Compositing - Jeep Call of Duty
2010 Streamy Award: Winner: Best VFX in a Web Series - Fear Clinic

EDUCATION: **The Art Institutes International:** Bachelor's of Science in Visual Effects and Motion Graphics
October 2004 - March 2008
Minneapolis, MN
Graduated with Honors