
JOSEPH BISHOP

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Profile

I am a matchmove artist with over a year of experience in the industry, specializing in matchmoving for film and television projects. I am skilled in accurately tracking cameras and objects in live-action footage. I am looking to continue growing my skills and contributing to VFX teams.

Experience

Junior Matchmove Artist, Cinesite — November 2021 – December 2022

During my time at Cinesite I gained valuable experience using software such as 3DEqualizer4 and Maya to recreate the movement and camera positions of footage in a 3D environment. I had the opportunity to work on a variety of projects and learn from more experienced members of the team, which provided me with a strong foundation in tracking and an understanding of the VFX production process.

3D DMP for VFX - Intern, The Focus Academy — September 2021

I completed a three month online course in 3D DMP at Technicolor's The Focus Academy. I gained valuable skills in matte painting, compositing, creating clean plates, and 3D modeling.

Capture Assistant Intern, Clear Angle Studios — July 2021

During my internship at Clear Angle Studios, I had the opportunity to learn about how they scanned actors and how to capture on-set VFX data such as lighting reference and panoramas. I also helped scan props for upcoming productions.

Education

Norwich University of the Arts — BA VFX, 2017-2020, 2:1

West Suffolk College — Media Production Extended Level 3, 2015-2017 Merit

Skills

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| • Maya | • Substance Suite | • Davinci Resolve |
| • 3DEqualizer4 | • Nuke | • V-Ray |
| • Linux | • Fusion | • PFTrack |

References

Tom Harrison

Head of Matchmove – Cinesite London

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Carl Benson

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