

Marcela Alvarenga Silva

Senior Film Composer

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Vancouver-based | Permanent Resident in Canada

Objective

To continue creating movie magic through photoreal compositing.

Feature List

*Tomb Raider (2018) **
Justice League (2017)
Guardians of the Galaxy vol. 2 (2017)
Knights of the Roundtable: King Arthur (2017)
Ben Hur (2016)
Batman v Superman: Dawn of Justice (2016)
The Hunger Games: Mockingjay - Part 2 (2015)
Pan (2015)
Fast and Furious 7 (2015)
San Andreas (2015)
Heart of the Sea (2015)
The Game of Thrones – Season 4 (2014)
Captain America – The Winter Soldier (2014)
Divergent (2014)
Into the Storm (2014)
Wolf of Wallstreet (2013)
300 - Rise of an Empire (2013)
Elysium (2012)
The Twilight Saga - Breakdown Part 2 (2012)
** in production*

Software Knowledge

Primary: Nuke | Photoshop | Shotgun | Deadline
Secondary: PFTrack | Silhouette | Rush | Qube | Maya | Mudbox
OS: iOS | Linux | Windows
Others: Advanced knowledge with over 10 years of experience in Illustrator, Dreamweaver, InDesign, Flash and Premiere. Programming for Web in PHP, HTML and CSS.

Experience

References upon request

Senior Composer – March 2013 to Present

Scanline VFX – BC – Duties include: Sequence Look Dev, Keying, Color Matching, Full CG comps, 3D and UV Projections, Particles simulation, Deep Compositing and Tech checking/QC. Currently compositing for: **“Tomb Raider”** (2018)

Composer - June 2015 to July 2015

MPC Vancouver – BC – Compositing for features: **“Batman v Superman: Dawn of Justice”** (2016) and **“The Hunger Games: Mockingjay - Part 2”** (2015)

Composer- February 2013 to March 2013

Goldtooth Creative – BC – Compositing in-game cinematics and game trailers, dealing with full CG comps, projections, re-lighting in nuke, screen replacements, practical elements integration, color matching and keying. Compositing for **“Batman Arkham Origins (2013).”**

Compositing TD – November 2012 to February 2013

Rhythm and Hues – BC – Responsible for integrating Light Comps / FX Renders into plates, Keying GS plates, Sky Replacements, compositing practical elements such as fire, rain, smoke and debris for the upcoming feature film **“Into the Storm (2014).”**

Compositing TD Intern – October 2012 to November 2012

Rhythm and Hues – BC – Compositing Internship.

Roto/Paint artist – September 2012

Zoic Studios – BC – Rotoscope and clean up for the TV Series “*Once upon a time*”, “*666 park avenue*” and the feature film “*Battle of the Year*(2013)”

Roto/Paint artist – June 2012 to September 2012

Image Engine – BC – Rotoscope and clean up for the feature film “*Elysium* (2013)”.

Roto/Paint artist – March 2012 to May 2012

Zoic Studios – BC – Responsible for cleaning up plates and rotoscoping people and objects for the TV Series “*Once upon a Time*” and “*Falling Skies*”. Also worked on cleanup shots for TV Commercials, Pilots and the movie “*The Twilight Saga: Breaking Dawn – Part 2* (2012)”.

Graphic Designer – August 2009 to December 2010

TerraForum Consultores – Responsible for all the branding development, CMYK offset print and illustrations. Worked in the development and redesign of national websites with more than 100.000 daily views, brochures, books and videos for companies with over 1000 employees.

Art Director Assistant – August to December, 2008

Cyan MZ Comunicação – Responsible for CMYK offset print, web design and programming for web.

Art Director Assistant– April 2008 to June – 2008

Bess Multimedia – Responsible for web and graphic design.

Web Programmer Intern – 2004 – 2005

Mult-e Web Solutions – 3 months internship as web programmer.

Education

3D Animation & Visual Effects – Diploma in Visual Effects – Vancouver, BC

Vancouver Film School – February – 2011 – 2012

Class Representative for 3D91.

Ba. Graphic Design – Sao Paulo, Brazil

Fundação Armando Alvares Penteado – FAAP – 2006 – 2009

Graduated with Honours

Computer Data Processing – Web Programming – Sao Paulo, Brazil

Technical High-School – Colégio Paulista – COPI – 2005

Languages

English – Fluent

Portuguese – Native/Fluent

Japanese – Intermediate

Awards

Winner of branding and identity redesign contest of *Fundação Conrado Wessel – FCW – 2008*

Contributed (not nominated) as a compositor to the Emmy winner award sequence – *Game of Thrones – Season 4, Episode 10 “The Children” – Scanline VFX / CG Supervisor Thomas Schelesny.*

Skills

Organized | Punctual | Quick Learner | Creative | Troubleshooter | Team Player | Proactive