

# NICHOLAS JAUREGUI

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(208)412-7653

www.nickjauregui.weebly.com

## SKILLS & ABILITIES

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Creative Directing • Concept Creation • Producing • Entrepreneurship •  
Project Management • Leadership • Presentations • Scheduling • Client Relations

## SOFTWARE KNOWLEDGE

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Adobe Photoshop • After Effects • Illustrator • InDesign • Game Maker 2  
3DEqualizer • AutoDesk Maya • Nuke • Shake • Final Cut Pro • Premiere Pro • Shotgrid • Peek • Jira  
Dragonframe • Metashape • Reality Capture • Agisoft Photoscan • KUPER • PTGui • Domino

## PROGRAMMING LANGUAGES

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C++ • CSS • JavaScript • Python • HTML • PHP • GML

## EXPERIENCE

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### **Volume Capture Junior Technical Director, *EYELINE STUDIOS/NETFLIX***

*"The Grey Man" – Streaming on NETFLIX, 2022*

*"Black Adam" – In theaters 2022*

*"The Flash", "Aquaman and The Last Kingdom" – In theaters 2023*

*February 2022 – August 2022*

- Pulling scan data from capture team and preparing assets for virtual production/Visual Effects {VFX}.
- Correcting defects in geometry/textures or reporting to supervisors or other departments for correction.
- Providing feedback in key areas to department leads to ensure the best possible quality is maintained.
- Monitoring and maintaining farm and distributing processing of data.
- Independently identifying and reporting bugs in bug tracking databases.

### **Assistant Camera, *NETFLIX***

*"Wendell & Wild" – Streaming on NETFLIX, 2022*

*2020 – 2022*

- Setup of camera equipment, capture stations, and motion control gear on stages.
- Creating motion control camera moves/focus pulls as well as lighting effects.
- Managing file structure on stage computers and troubleshooting issues with publishing/Dragonframe.
- Keeping track of all on set equipment (lenses, cameras, capture stations, diopters, etc).

### **Software Developer/Creative Director on indie game "*Little Big Monsters*", *Fanatic***

*2018 – Present*

- Creating all aspects of game design, art direction, visual development, programming, and story.
- Writing all code to for game mechanics, interfaces, sounds and visuals.
- Troubleshooting and debugging game code.
- Overseeing play testing for user feedback and suggestions.

## **Creative Director and Owner, *Fanatic Film***

2016 - Present

- Creating new ideas for branding, advertising campaigns and marketing messages.
- Organizing, scheduling, filming, and overseeing projects through until delivery.
- Delivering promotional videos/interviews, photography stills, motion graphics, book covers, take out menus, logo designs and car toppers for businesses.
- Leading production crews during shoots.

## **Visual Effects Survey/Matchmover, LAIKA**

*"Missing Link" – Golden Globe Award Winner / Academy Award Nominated*

*"Kubo and the Two Strings" – Academy Award Nominated*

2014 – 2018

- Matchmoving (MMV) shots for CG integration as well as layout.
- Ran Kuper systems for recreation of camera moves on set, ASCII publishes (for lens, camera, and boat animation data), Tech-B's for scale integration of miniatures.
- Managing camera lens library. Capturing HDRI's for integration of CG sets, puppets, and debris.
- Setting up and maintaining witness cameras for puppet tracking.

## **Junior Visual Effects Survey/Matchmover, LAIKA**

*"The Boxtrolls" – Academy Award Nominated*

2013 – 2014

- Capturing HDRI's and tracking pass reference images on set for MMV.
- Photographing turn-a-rounds of puppets and materials for CG reference.
- Conforming witness cameras to match hero plate for camera tracks.

## **Visual Effects Data Wrangler, LAIKA**

*"The Boxtrolls" – Academy Award Nominated*

2012 – 2013

- Managing and troubleshooting render farm for VFX as well as overseeing night renders.
- Updating and maintaining VFX texture library.
- Managing VFX departments disk space.
- Rig remove and dead pixel fixes on VFX shots.

## **Data Wrangler, LAIKA**

*"Coraline" and "ParaNorman" – Academy Award Nominated*

2008 – 2012

- Running dailies for Directors, Head of Departments, and VFX.
- Managing and troubleshooting render farm for stage while maintaining disk space.

## **EDUCATION**

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**Bachelor of Arts - Electronic Art Major / Studio Art Major**

**Computer Science Minor**

2005 - 2009

Linfield College

McMinnville, Oregon

## **LANGUAGES**

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**English - Primary**

**Spanish - Secondary**