





# Jesse Winter


## VFX Artist & Digital Colorist



### Contact Details

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### Education

#### ● BFA in Visual Effects

Visual Effects Major

Film Minor

Savannah College of Art & Design  
2021- 2025

### Software

- Houdini
- Maya
- Nuke
- Davinci Resolve
- Adobe Services
- Python/JS/HTML/CSS
- Blender
- Disguise

### Skills

- Compositing
- CG Lighting
- Color Grading
- Simulations
- XR Stage Tech

### Summary

Jesse Winter is a Visual Effects Artist & Film Colorist located in Atlanta, GA with experience in NUKE, Houdini, MAYA, and Davinci Resolve. I graduated with a BFA in Visual Effect at SCAD Atlanta. My passion is to create both realistic and stylized effects that will wow audiences for years to come.

### Work Experience

#### Director/VFX Supervisor - PANDORA (Short)

September 2024 - PRESENT

- Directing - Working through all phases of production to gather crew, actors, and locations to shoot live plate footage for CG compositing in post.
- CGI - Modeling, Lighting, Texturing, & Simulation setup for live plate footage.
- Visual Effects Supervision - Managing a crew of 60.

#### Environment Artist/XR Tech - Asherha (Feature)

June 2025 - July 2025

- Created landscapes inside of Gaea 2.0
- Built out environments inside of Unreal Engine 5.5.  
Managed LED Volume stage while making live adjustments inside Disguise & Unreal Engine

#### Scan Clean Up & Retopo Artist - Upcoming Apple TV+ Show

July 2025 - PRESENT

- Stitching together 3D models using photogrammetry sets utilizing 3DF Zephyr.
- Retopoing & UVing models for both rendering and texture optimization.

### Awards and Certifications

#### DaVinci Resolve - Color Grading with DaVinci Resolve 18

- Black Magic Design acknowledged certified user for DaVinci Resolve 18 on March 12th, 2024.

#### Freedom Music Video - Accepted into Cannes Film Festival

- Created CG photorealistic simulations and models for live action.
- Compositing classic music video effects.