



DANIELLE MAZIK
FINISHING EDITOR & VFX ARTIST

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EXPERIENCE

SOL DESIGN | VISUAL EFFECTS ARTIST | 2007-2013

Created visual effects and finished nationally broadcast TV commercials using Autodesk Smoke/Flame/Lustre in client-supervised sessions.

SOL DESIGN | ONLINE ASSISTANT | 2004-2007

Assisted in client-supervised sessions to the finishing of television commercials. Responsibilities included but were not limited to the prep of graphic elements, rotoscoping, mastering to tape and duplication.

SUPERIOR STREET POST INC. | ASSISTANT EDITOR | 2002-2004

Digitized and organized media for offline sessions. Synced audio and video for long format programs. Entered and cataloged tapes in archiving system. Worked closely with clients and production staff. Managed control room and handled all the various responsibilities involved.

SKILLS

Proficient in: Autodesk software : Smoke | Flame | Lustre
Adobe software : Photoshop | Illustrator | After Effects
Additional programs include Mocha Pro | Silhouette.

Efficient working with HD footage in multiple file formats such as R3D, DPX, ProRes. MAC and PC fluent.

CLIENTS

Worked on: Allstate, Budweiser, Coors, Disney, Kelloggs, McDonalds, Nintendo, SCJohnson, Sears, State Farm and many more.

Worked with agencies: Burrell Communications, DDB Chicago, draftfcb, Lapiz, Leo Burnett, mcgarrybowen, Sponge, Two by Four and VSA to name a few.

EDUCATION

MICHIGAN STATE UNIVERSITY | 2003

Bachelor of Art, Telecommunications / Specialization in Film Studies

References Available Upon Request