

EMILY LACOMBE



Savannah, GA



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ABOUT ME

I am a graduate from the Visual Effects program at SCAD where I produced large, collaborative teams for senior studio projects. I can coordinate, multitask, and communicate effectively in any position. I am looking forward to continuing my journey into film with you.

WORK EXPERIENCE

PAX • APRIL-OCTOBER 2022 • VFX PA

- On-set Visual Effects PA on AppleTV+ title *Manhunt*
- Built and maintained a digital record of EOD paperwork to be accessed by off-site VFX team, using an orderly file structure.
- Anticipated the needs of and completed diverse daily tasks prescribed by on-set VFX Supe in a regular and timely manner.
- Communicated with multiple department heads to cooperate on carrying out VFX Supe's requests on an extremely fast paced set.
- Assumed VFX Supe's on-set duties during her absence, while acting as constant communication liaison between VFX Supe, DP, and Director.

PAX • MARCH 2022 • HEALTH & SAFETY PA

HALLOWEEN ENDS • FEB 2022 • OFFICE PA

TGFP • SEPT 2021-JAN 2022 • OFFICE PA

- Office PA on NBC Universal/Hulu title *The Girl from Plainville*
- Maintained morning paperwork records and distributions.
- Attended to inquiries, requests, and problems from all departments.
- Anticipated operating needs of multiple departments, ensuring that facility and supplies were organized and available for use.
- POC: Tanneshia Sanders (919) 641-1503
- APOC: Cori Graves (912) 666-0904

SPIRIT HALLOWEEN • SEASONAL '21 • FULL TIME CASHIER

SAVANNAH CLOTHING • SUMMER '19 • FULL TIME S.A.

- Manager: BB Barlup (912) 604-7778

EDUCATION

BFA VISUAL EFFECTS • SCAD • MAY'21

- Graduated Magna Cum Laude

PROJECTS

CANDYSHOP • SPRING 2021

- Managed a remote team of 6 to produce an animated short film.
- Created and maintained a Google-based production bible.
- Created production Discord server with roles, department chats, and dedicated boards for tracking tasks and troubleshooting.
- Lead bi-weekly 'dailies critiques', recorded and promptly distributed minutes, set goals for next time interval and beyond.

GAMEBOX • WINTER 2021

- Recruited and coordinated 16 crew.
- Created and maintained sharable production bible with crew, asset, and shot lists, Gantt schedule, and budget in Google Sheets.
- Established sharable storage space with file structure.
- Budgeted \$400 of funding, resulting in \$340 spent.
- Coordinated 1 set day. Distributed waivers, masks, and directed crew.

MATCH TO LIVE ACTION • SPRING 2019

- Lit and rendered a digital asset in Maya, used Nuke to produce a camera track and to composite onto moving footage.

GANDYSHOP • SPRING 2021

- ~~Managed a remote 6 member team to produce a fully CG short film.~~
- ~~Created and maintained a shared production bible that contains crew list, project schedule, asset list, shot list, rendering guide, and links to other creative reference.~~
- ~~Created production Discord server with pingable role groups, by department chat channels, voice and video chat, smart bots, and dedicated channels for posting tasks and troubleshooting.~~
- ~~Lead bi-weekly meetings to review progress and compare to production schedule, recorded minutes that were promptly distributed and set goals for next meeting and beyond.~~

DRAGONCRAFT • SPRING 2019

- Created department list, asset list, and storage space.
- Managed 5 person team, communicated deadlines and facilitated all transfers of work between team members.

- Modeled 3 assets and UV'd and textured 8 assets, headed rendering and assisted compositing.
- Wrangled all data and prepared it for compositing.
- Produced this 30 second, 4 shot short film in 3 weeks.