



JAMAR SHAW

VFX Artist

+702-751-4429
shawljamar5653@gmail.com
Las Vegas, Nevada

Core Skills

- Visual Effects (After Effects, Runway, Premiere Pro, Photoshop, Nuke)
- AI Video Enhancement (Runway, Gen-4, AI rotoscoping, upscaling)
- Cinematic Editing & Storyboarding
- Motion Design & 2D/3D Compositing
- Sound Design & Music Production (Ableton Live, Logic Pro, Pro Tools)
- Continuity & Scene Cohesion
- Remote Workflow & Asynchronous Collaboration

Recent Projects

- Nicktoons DoD Campaign
- Nickelodeon (2025)
- YoGabba Gabbaland!
- Apple TV Series (2024)
- Wizarding World of HP
- Warner/ Universal (2024)
- The Fix - Film
- Studio X (2024)

Expertise

- VFX
- MatchMoving
- Screen Keying
- Set Extensions
- Rotoscoping
- Motion Graphics
- Video Editing
- Audio Production
- AI

Experience

JLS Entertainment | VFX Artist
Nevada - USA (Remote)
2021 - Present

Produced cinematic trailers and ad spots for video games/ digital products. Enhanced & composited AI-generated assets from tools like Runway to meet professional standards. Maintained visual continuity across scenes & sequences, ensuring narrative & technical cohesion. Designed & implemented motion graphics for social media campaigns with high engagement rates.

Future House Studios | VFX Artist
Utah - USA (Remote)
2022 - 2025

Roto, wire/ rig removal, color grading, lighting, keying, BG extensions, CG integration, & tracking. Dailies, ShotGrid. Provided full post-production pipeline: editing, VFX, color, audio, and delivery.

Studio X | VFX Artist
California - USA (Remote)
2021 - 2022

VFX generalist; taught and implemented several VFX techniques, workflows, and skills. Compositing, video editing, marketing, website building, and career development.

Education

Academy of Art University
Master of Arts in Animation and Visual Effects
2019 - 2022

FullSail University
Bachelor of Science in Music Production
2011 - 2015

Skills Summary

VFX Composition	92%
Audio Production	87%
A.I. Training	80%



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Winter 2025

**To All Prospective
Clients:**

Remote | Worldwide

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LAS VEGAS, NV

To Whom It May Concern,

As a VFX Artist with a stellar track record of creating amazing visual effects for amazing companies like Apple TV, Universal Studios, Warner Bros Studios, Niantic Labs, Studio X, and Gravitass Ventures I am excited about the opportunity to bring my applied skills and creativity to new horizons.

My skills, experiences, and training in 2D/3D tracking, match-moving, compositing, matte painting, rotoscoping, CG integration and video editing will make superb additions to your iconic team. Throughout my career, I've analyzed various types of video footage resolving countless issues in fast-paced environments with tight turnarounds. I'm a capable team player who can work closely with others and/or keep active communication while working diligently remotely.

I've had the pleasure of seeing several projects through completion such as the Nicktoons Dice of Destiny trailers, seasons 1 & 2 of the AppleTV series Yo Gabba GabbaLand!, Universal's Wizarding World of Harry Potter theme park, and the epic Peridot video game launch. Additionally, my work can be found in amazing films like The Fix (2024), Hide Behind (2023), Just Deal With It (2022), LYD the Documentary (2022), World of Steam (TBA), or in hundreds of ads and online marketing campaigns.

I have been a huge fan of making great art for a long time. This opportunity is every bit of a dream for me. Thanks in advance for considering JLS Entertainment, I'll work hard to bring your vision to life. God Bless.

Best Regards,

Jamar L. Shaw
JLS Entertainment

THANK YOU