

VERA DUFFY

Los Angeles, CA vera@deuxfilles.net

reel : <http://www.deuxfilles.net/alotofduffysfilms/vera>

After Effects & Harmony Compositing / Animating / Motion Graphics

SELECTION OF PROFESSIONAL HISTORY:

October 2021 – present Technical Director for “Boons and Curses”

July 2020 – September 2021 Technical Director for “Centaurworld”

Netflix

Calling retakes; effects design/enhancements and animation revisions in After Effects, Harmony, Photoshop; up-front and end credits; technical trouble-shooting with overseas studios, post vendors, and in-house production.

August 2009 – July 2020

Titmouse / [Adult Swim], Comedy Central, Disney, Amazon, Fox

Technical Director for “Big Mouth,” “Bless the Harts” (Toon Boom Harmony) and “Niko & the Sword of Light,” “Little Big Awesome,” “Metalocalypse,” “Freaknik,” “Black Dynamite,” “Moonbeam City,” etc.(Adobe Animate); prepared AE files and backgrounds (Photoshop & Illustrator), worked closely with director to finalize scenes. Motion Graphics artist for “Randy Cunningham : Ninth Grade Ninja.”

May 2015-July 2016

Renegade Animation / Warner Bros. & Cartoon Network

Flash/Animate scene set-up and After Effects compositing for “Tom & Jerry.”

December 2010 – May 2014

Warner Bros. Animation / Cartoon Network

After Effects artist for “Looney Tunes,” “Scooby-Doo,” “Young Justice,” various superhero shows. Enhanced/revised footage with effects, retiming, color correction, graphic design, motion graphics.

April 2009 – May 2009

HBO / FunnyOrDie.com

Composited a Flash-animated video by comedian Mike O’Connell using After Effects.

January 2008 – July 2008

Monkey Wrangler Productions / G4 Network

Animated 13 x 22 episodes of the series “Code Monkeys” in After Effects, from animatic to final stage.

January 2007 – December 2007

Six Point Harness Studios / Nickelodeon

Composited Flash-animated series “El Tigre,” “Tomb Raider” and others.

SKILLS:

General: A thorough understanding of the 2D animation production pipeline.

Computer: Toon Boom Harmony, After Effects, Flash/Animate, Photoshop