

Uriel Lopez de Lara

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Profile

Post-production professional specialized in offline and online editing, visual effects, colour, and graphics. Looking to expand my post-professional career and work for a company I can grow with and help grow.

Education

Postproduction and Cinematography Specialization 2020 – 2021 | Vancouver, Canada
Vancouver Film School

Film Production, CAAV Universidad de Medios Audiovisuales 2016 – 2017 | Guadalajara, Mexico

Skills

Avid Media Composer	● ● ● ● ●	DaVinci Resolve	● ● ● ● ●
Nuke	● ● ● ● ●	Baselight (Nuke Plug-in)	● ● ● ● ●
Adobe Premiere	● ● ● ● ●	Adobe After Effects	● ● ● ● ●
Adobe Photoshop	● ● ● ● ●	Adobe Illustrator	● ● ● ● ●
Blender	● ● ● ● ●	Maya	● ● ● ● ●
Houdini	● ● ● ● ●	Unreal Engine 5	● ● ● ● ●
Microsoft Excel/ Google Sheets	● ● ● ● ●		

Languages

Spanish	● ● ● ● ●	English	● ● ● ● ●
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In-Company Experience

- Senior Online Editor, Infinity Post & VFX** 08/2024 – present
- Rebuilding timelines using high-resolution camera footage (RED, ARRI, Sony) based on offline edits from NLEs such as Avid Media Composer, Premiere Pro, and DaVinci Resolve.
 - Ensuring frame accuracy and addressing any discrepancies between offline cuts and final masters.
 - Pulling VFX plates and preparing assets for multiple shows simultaneously, managing priorities to meet tight deadlines.
 - Collaborating closely with the VFX supervisor to ensure the seamless integration of VFX shots into the final timeline.
 - Troubleshooting any technical issues with VFX plates, including mismatches in color space, aspect ratio, or frame rate.
 - Performing comprehensive quality control to ensure final deliverables are free from visual or technical issues such as artifacts, drop frames, or sync errors.
 - Creating final deliverables for multiple formats, including DCPs, ProRes, and IMF packages.
 - Developing and managing LTO backups, ensuring each project is properly archived for long-term storage and retrieval.

VFX Editor/Assistant Editor, Parallax Film - Hell Below S4 08/2023 – 05/2024

- Coordinate, Delegate and QC CG and VFX of 6 episodes throughout the season.
- Manage and adjust priorities according to deadlines
- Track notes for over 400 CG shots and 600 VFX and apply them according to the director's vision.
- Output AAFs for Resolve online from Avid Media Composer
- Pulling and tracking VFX shots on an Avid/Resolve environment.
- Output sequences as specified by the Post audio team, the Music composer, or NatGeo's specifications.
- Ingest and cut in VFX and CG shots into the Editor's Media Composer timeline as needed.
- Provide render lengths of shots as they change throughout the cut to Artists.
- Optimization of VFX and Editorial offline workflow for a seamless transition to Online.
- Provide solutions during QC as needed

Assistant Editor, Parallax Film - Hitler's Last Stand S5 09/2022 – 06/2023

- Simultaneous usage of Resolve and Avid.
- Logging and organization of footage within Avid Media Composer.
- Export timelines with distinct technical specifications.
- Collapsing of VFX shots for tracking purposes.
- Assemble editing based on the script.
- Adding temp muzzle flashes to shots as needed.
- Temp sound design passes on Cuts.
- Ready diverse paperwork deliverables for NatGeo

Dailies Assistant, Air Bud Entertainment - Phantom Pups 10/2021 – 11/2021

- Set up of Resolve timelines and I/O of media.
- Frame-detailed quality check on the footage given.
- Communication with the editorial department to help and deliver what was needed.

Per-Project Experience

Murder in a Small Town, Fox / 2nd Assistant Editor 01/2024 – 05/2024

- Processing and logging of dailies according to the client's needs.
- Export circle takes according to client specifications
- Set up and management of LTO backups.

Passage, Blackout Media / Assistant Editor 11/2023 – 01/2024

- Setup of 7 episode timelines for Resolve online from Premiere
- Export VFX plates according to the production's specifications.
- Manage and re-encode ProRes RAW footage for its use in Resolve.
- Export plates and Log VFX shots.

Inheritance, Pick the Path Productions / 2nd Assistant Editor 2023

- Dailies transcoding on Resolve
- Organization, Logging and Syncing on Premiere
- Organization, Logging and Syncing on Avid

Stay for Christmas, Hallmark / 2nd Assistant Editor 2022

- Dailies transcoding on Resolve
- Organization, Logging and Syncing on Avid

A Royal Corgi Christmas, Hallmark / 2nd Assistant Editor 2022

- Dailies transcoding on Resolve
- Organization, Logging and Syncing on Avid

Inventing the Christmas Prince, Hallmark / 2nd Assistant Editor 2022

- Dailies transcoding on Resolve
- Organization, Logging and Syncing on Avid

My Big Fat Chinese Christmas, Hallmark / 2nd Assistant Editor 2022

- Dailies transcoding on Resolve

• Organization, Logging and Syncing on Avid	
Black & White , <i>Editor/ VFX Artist</i>	2022
• Setup of a collaborative project on Resolve for simultaneous color and editing workflow	
• Frame clean-up on Nuke	
The House of Moths , <i>VFX Supervisor/ VFX Artist</i>	2022
• 3D Animation on Maya	
• Compositing in Nuke	
Art Imitates Art , <i>VFX Supervisor</i>	2022
Undeveloped , <i>DIT/ Assistant Editor</i>	2022
• Multitasking the DIT and Assistant Editor on a Crazy8s environment.	
A Priori Chron , <i>Editor/ VFX Artist</i>	2022
• Media Composer and Resolve Workflow	
• Frame cleaning and compositing in Nuke	
Belladonna , <i>Editor/ VFX Artist</i>	2022
• Complete Resolve workflow	
• Frame clean-up with Nuke	
Aerial Breathe , <i>Editor/ VFX Artist</i>	2022
• Complete Resolve Workflow	
• Frame clean-up with Nuke	
Cake , <i>VFX Supervisor/ VFX Artist</i>	2021
• Frame clean-up and object replacement done on Nuke	
Bully , <i>Editor</i>	2021
• Complete Resolve Workflow	
Stumble and Fall , <i>VFX Artist</i>	2021
• Frame clean-up with After Effects	
Walk a Mile , <i>Editor/ VFX Artist</i>	2021
• Editing workflow on Media Composer	
• VFX compositing on After Effects	
Core , <i>Editor</i>	2021
• Complete Resolve Workflow	
Trampo and Lights , <i>Editor</i>	2021
• Media Composer and Resolve workflow	
Sunflower , <i>Colorist</i>	2021
• Colored on Resolve	
Ghostin' , <i>Colorist</i>	2020
• Colored on Resolve	

References

Maija Leivo, *Producer/Writer*, Parallax Film
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Ian Herring, *Director*, Parallax Film
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Justin Drake, *Post Coordinator*, Parallax Film
justin@parallaxfilm.com, (778) 847-8059

Marco Abraham, *Colorist*
marco@rawcamera.com, (778) 926-0496

Cameron Sadler, *Assistant Editor/Online Editor*
cameronsadler@me.com, (778) 919-9419