

Luke Churchill

BFA Media Arts | VFX, 3D, Post-production

North York, ON | 416-427-0763 | lukechurchill@gmail.com | lukechurchill.ca

PROFESSIONAL SUMMARY

Media Arts Honours BFA graduate specializing in 3D animation, VFX, Unreal Engine, and post-production workflows. Hands-on experience contributing to series-based VFX/post-production work, leading post-production for social media content, and creating short film projects using Unreal Engine, Blender, Maya, Premiere Pro, DaVinci Resolve, and Photoshop.

EDUCATION

Honours Bachelor of Fine Arts (BFA), Media Arts 2026
York University, Cinema and Media Arts, Toronto, ON

PROFESSIONAL EXPERIENCE

Post-Production & VFX Intern 2025-Present
Reenergy Media House

- Contributed VFX and post-production work for the series *Circulation*.
- Led post-production workflows for social media content, supporting organized media management, editing, and delivery preparation.

SELECTED PROJECTS

Tomorrow Never Knows Apr 2025
• Unreal Engine environments, 3D animation, directing, post-production leadership.

Stuck In Unreal Engine Apr 2025
• Real-time virtual production, 3D animation, Unreal Engine environments.

Same Day Delivery Nov 2024
• Unreal Engine environments, rigging, VFX coordination, and post-production leadership.

Pin High Apr 2026
• Unreal Engine environments and motion capture animation.

TECHNICAL SKILLS

3D / Real-Time	Unreal Engine, Blender, Autodesk Maya, environment creation, virtual production, modelling
Post-Production	Adobe Premiere Pro, DaVinci Resolve, Photoshop, colour grading, editing, VFX coordination
Workflow	PC-based media workflows, file management, fast learning, adaptability

RELEVANT COURSEWORK & TRAINING

Tech Knowledge Training: Unreal Engine Fall 2024
• Imported objects and developed lighting workflows in Unreal Engine for photorealistic scenes.

Tech Knowledge Training: Blender Summer 2023
• Developed scene creation skills using modifiers and modelling techniques in Blender.

Tech Knowledge Training: DaVinci Resolve Fall 2022
• Gained fundamentals in colour grading and editing using DaVinci Resolve.

Motion Capture Winter 2026
• Worked with motion capture technology and actors to create a short film.

Media Practice III Fall/Winter 2024
• Created fully realized short film projects, including animation and rendering in Unreal Engine.

Introduction to 3D Modeling Fall 2023
• Used Autodesk Maya to build 3D models from design sheets and photo references.

ADDITIONAL EXPERIENCE

General Purpose Carpentry / Assistant 2022-Present
Churchill Fine Carpentry and Construction, Toronto, ON

Line Cook 2021
Moxies, Yorkdale Mall, Toronto, ON