

Adam Levine

shecky@squeezeanickel.com
323•841•6081

1946 1/2 North Kenmore Avenue
Los Angeles, California 90027

610 Park Avenue, Apartment 4A
New York, New York 10021

Post-Production for Film and Video

- Offline and digital online editorial
- 2D and 3D motion graphics, titles and effects;
- Compositing, rotoscoping, morphing, keying.

Expertise (years professional experience in parentheses)

- Mac System Software and Hardware (23)
- Motion/FX • After Effects (14), Combustion (6), Motion (4), Shake (5), Commmotion (13)
All major 3rd party plug-ins (various)
- Video Editing • Final Cut (7), AVID (14), Media 100 (14)
- DVD Authoring • DVD Studio Pro (7)
- 3D: • Maya (5), Cinema4D (8), Electric Image (12)
- Graphics • Photoshop (14), Illustrator (14)
- Web • HTML (13), Flash (11), Shockwave, (13),
Video Compression (14)
- Audio • Protools (14), DECK (10), Peak (11)

Job History

1994 to 1996

MCA-Universal

Offline, Visual Effects, Motion Graphics

1996 to 2002

Warner Brother Television

Offline, Visual Effects, Motion Graphics,
Effects Supervisor, Second Unit Director

2002 to Present

Squeeze a Nickel Productions

Editorial, Visual Effects and Motion Graphics
Client list available upon request.
See attached abridged credits

Education

1990 to 1994

University of California, Los Angeles
M.F.A.

Adam Levine