

Odyn Townsend

Junior Composer

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Work Experience

- **Distillery, Vancouver, BC** — *Junior Composer*
(July, 2025)

Being able to have my practicum as a junior composer at Distillery taught me how to navigate and work in a professional studio environment and adapt to different workflows. I gained experience learning new pipelines, incorporating AI tools, following studio specific processes, and working alongside talented senior composers.

- **Playland, Vancouver, BC** — *Grounds Maintenance*
(August - November, 2022)

Working a grounds maintenance position at playland taught me how to be a reliable teammate and a resilient worker. The job required constant stressful hands on work with others to keep the grounds clean and welcoming to the visitors of the fair. I learned to keep calm and stay positive in fast-paced and stressful environments.

Education

- **LostBoys/Campus VFX, Vancouver, BC** — *Compositing*
(September, 2024-2025)

At Lost Boys/Campus VFX, I learned both 2D and 3D compositing through hands-on, Project based learning while learning in an environment that simulates a studio workflow. I developed technical and artistic skills in integrating live footage with digital elements, while also gaining an understanding of workflows and techniques used in a studio.

Skills

- Nuke (2D/3D compositing)
- Shotgrid
- Mocha (tracking)
- Neat Video (Grain)
- Davinci Resolve
- Samurai AI

Hobbys

- Bouldering
- Music
- Video Games
- Golf
- Urban Exploration
- Movies/TV