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### **Summary:**

Results-driven VFX Supervisor, Project Director, and Creative Director with a strong track record of leading cross-functional teams and managing end-to-end visual effects and CG productions. Expert in fostering a collaborative environment, artist management, studio leadership, aligning artistic vision with technical execution, and delivering high-impact visual storytelling across film, television, and gaming. Proven ability to integrate creative assets, direct multidisciplinary teams, and drive innovative content development in fast-paced production environments.

### **Skills:**

Versatile Visual Effects Supervisor, Creative Director and Project Director with extensive experience in Visual Effects and Real-Time supervision, cinematics and trailer direction, and technical leadership for VFX, CG, and motion design projects. Demonstrated track record managing multi-departmental teams and end-to-end production pipelines in deadline-driven studio environments.

Skilled in project life cycle management — from pre-production planning, script breakdowns, scheduling, and budgeting to full creative execution including storyboarding, pre-viz/post-viz, motion capture (facial/body/stunt), animation, modelling, texturing, lighting, shading, compositing, editorial, and post-production.

Expert in client engagement, visual treatments, pitch development, project bidding, and high-stakes presentations. Adept at leading multidisciplinary teams and collaborating with clients, including VFX Supervisors, Producers, Show Runners, Directors, DPs, Editors, and Art Directors.

Strong leadership in mentoring, recruiting, team building, and performance evaluation. Effective in managing internal departments and coordinating with freelancers and external vendors.

Excellent leadership, communication, presentation, and collaboration skills.

**Technical and Production Proficiency:** Adobe Creative Suite, Avid, Nuke, Maya, 3ds Max, MotionBuilder, Cinema 4D, Unreal Engine, Microsoft Excel, Word, Flow Production Tracking

### **Experience:**

**VFX Supervisor – Zoic Studios** Oct. 2017 to Jul. 2024

**Real Time Department VFX Supervisor – Zoic Studios** Feb. 2021 to Jul. 2023

200 to 300 Employees VFX Production Studio

- In-House VFX Supervisor and Real Time Department VFX Supervisor on over 30 episodic, film, gaming, commercial and new business development productions.
- Supervised and created new business creative pitches and concepts, production bids, resource scheduling, shot execution software requirements, pipeline planning, and tools development.

- Led the successful integration of scalable Real Time workflows into the studio's VFX pipeline with Executive Creative Directors. Led the development of optimized asset creation, shot execution, pipeline development, tools creation, artist and supervisor recruitment and visual targets.
- Creative executions included: pre-visualization, post-visualization, VFX final pixel render, full CG shot production, and virtual production content.

**Creative Director/Cinematics Director/VFX Supervisor - Waterproof Studios** Jan. 2013 to Apr. 2017.  
50 to 100 Employees CG, Real Time, VFX and Motion Design Production Studio

- Led the end-to-end production of CG and Real-Time, trailers and cinematics and VFX shot execution — from concept through delivery. Supervised in-house teams, freelancers, and external vendors to ensure creative and technical excellence, and the alignment with client narrative and brand goals. Directed, planned and cast live-action and performance capture (body, facial, stunt) shoots.
- Helped drive new business development by leading client pitches, managing production bids, and representing the studio at trade shows and conventions. Oversaw budgets, schedules, and resource planning. Delivered scalable pipeline solutions, optimizing production workflows, asset tracking, and review processes.

**Associate Creative Director - Goldtooth Creative** Jan. 2012 to Dec. 2012

**Trailer and Cinematics Director - Goldtooth Creative** Feb. 2010 to Jan. 2012  
50 to 100 Employees CG, Real Time, VFX and Motion Design Production Studio.

- Promoted from Senior Motion Design Artist to Project Director, and later to Associate Creative Director.
- Led the creative direction for a range of high-impact projects, overseeing the execution of CG, VFX, Animation, Real-Time and Motion Graphics trailer and cinematics content.
- Collaborated with the Executive Creative Director, Executive Producer, CFO, and other key stakeholders to define business and project goals, studio direction, and budgets.
- Partnered with client marketing teams to develop and script dynamic CG and gameplay marketing trailer campaigns, ensuring alignment with strategic objectives.
- Directed the creation of over 300 minutes of game cinematics, marketing, and campaign media.

**Compositor - The Embassy VFX** Mar. 2009 to Jun. 2009  
25 to 50 Employees VFX Production Studio

**Supervisor/Lead Compositor - Five VFX** May 2007 to Feb. 2010  
25 to 50 Employees VFX Production Studio

**Compositor - Stargate Digital** Sep. 2005 to Mar. 2006  
25 to 50 Employees VFX Production Studio

**Lead Compositor/Compositor - Bardel Entertainment** Apr. 2003 to May 2007  
500+ CG and 2D Animation Studio. Multiple contracts

**Owner - 1134media** Aug. 2000 to Dec. 2015  
Freelance VFX and Motion Design

**Account Executive/Coordinator - BBDO Vancouver** Jun. 1996 to Feb. 1998  
50 to 100 Employees Advertising Agency

## Education:

2001 Vancouver Film School, New Media Program  
1996 Sheridan College, School of Business, Advertising Program  
1993 University of Guelph, Bachelor of Arts (Honours)

## References:

Available upon request.

## Credits:

2024 'The Sympathizer' S01E01/02 (HBO) - Real Time VFX Supervisor  
2023 'La Brea' S03E06 (NBC) - Real Time VFX Supervisor  
2023 'Secret Invasion' S01E02 (Disney+) - Real Time VFX Supervisor  
2023 '1923' S01E05/06 (Paramount+) - Real Time VFX Supervisor  
2023 'The Flash' S09E01/04-05/09-13 (CW) - Real Time VFX Supervisor  
2022 'Stargirl' S03E01/13 (WB) - Real Time VFX Supervisor  
2022 'The Peripheral' S01E01 (Amazon) - Real Time VFX Supervisor  
2022 'Paper Girls' S01E03/04/05 (Amazon) - Real Time VFX Supervisor  
2022 'The Midnight Club' S01E05 (Netflix) - Real Time VFX Supervisor  
2022 'For All Mankind' S03E05-010 (Apple TV) - Real Time VFX Supervisor  
2022 'Dark Winds' S01E01 (AMC) - Real Time VFX Supervisor  
2022 'The Boys' S03E03 (Amazon) - Real Time VFX Supervisor  
2021 'See' S02E08 (Apple TV+) - Real Time VFX Supervisor  
2021 'Epic' S0101, Pilot (ABC) - Real Time VFX Supervisor  
2021 'Stargirl' S02E13 (WB) - Real Time VFX Supervisor  
2021 'The Flash' S08E01/12/13 (CW) - Real Time VFX Supervisor  
2021 'Unreal Mega Grant' (Epic) - In-House VFX Supervisor  
2021 'Sweet Tooth' S01E01 (Netflix) - Real Time VFX Supervisor  
2021 'Superman & Lois' S01E01/E02 (WB) - In-House VFX Supervisor  
2020 'Stargirl' S01 (WB) - In-House VFX Supervisor  
2019 'Deadly Class' S01E03/04/05/06/09 (Sony) - In-House VFX Supervisor  
2018 'Chilling Adventures of Sabrina' S01/S02 (WB/Netflix) - In-House VFX Supervisor  
2018 'The End of the World as We Know It' Pilot (WB) - VFX Supervisor  
2017 'The Exorcist' S02E10 (Fox) - In-House VFX Supervisor  
2017 'Regions Bank - Break Room & Aversion Therapy' TV Spots - In-House VFX Supervisor  
2017 'Rainbow Six Siege - Free Weekend Trailer' (Ubisoft) - Director/VFX Supervisor  
2016 'Injustice 2' Game Cinematics (NetherRealm/WB Interactive Ent.) - Creative Director  
2016 'Battleborn' Story Trailer (Gearbox/2K Games) - Creative Director/Compositor  
2015 'Civilization BE' Rising Tide Trailer/Cinematic (Firaxis/2K Games) - Creative Director/Director  
2015 'XCOM 2' In-Engine Launch Trailer (Firaxis/2K Games) - Creative Director/Director  
2015 'XCOM 2' In-Engine Cinematics (Firaxis/2K Games) - Creative Director/Compositor  
2015 'Praxis 17' CG Look Development (Waterproof Studios) - Creative Director/Designer  
2015 'Shadow of the Beast' Cinematics (Heavy Spectrum/Sony) - Creative Director  
2015 'Mortal Kombat X' CG Intro Cinematic (NetherRealm/WB Interactive Ent.) - Creative Director  
2015 'Mortal Kombat X' In-Engine Cinematics (NetherRealm/WB Interactive Ent.) - Creative Director  
2014 'Civilization BE' The Chosen Trailer/Cinematic (Firaxis/2K Games) - Creative Director/Director  
2014 'Extraterrestrial' Film VFX (Pink Buffalo) - VFX Supervisor

2013 'Shadow of the Beast' CG Launch Trailer (Heavy Spectrum/Sony) - Creative Director/Director  
2013 'Severe Red' CG Short (Waterproof Studios) - Creative Director/Director  
2012 'Crysis 3' CG Intro Cinematic (Crytek/EA) - Director  
2012 'Little Big Planet Karting' CG Cinematics (United Front Games/Sony) - Director  
2012 'Sleeping Dogs' NIS Cinematics (United Front Games/Square Enix) - Associate Creative Director  
2012 'Sleeping Dogs' Story Trailer (United Front Games/Square Enix) - Director  
2012 'Sleeping Dogs' Hong Kong-BTS Trailer (United Front Games/Square Enix) - Director  
2012 'Sleeping Dogs' Trailer Campaign (United Front Games/Square Enix) - Associate Creative Director  
2011 'Prototype 2' Title Sequence/Daddy's Coming Home Trailer (Radical/Activision) - Director  
2011 'Prototype 2' Web-of-Intrigue Cinematics (Radical/Activision) - Director  
2011 'Mortal Kombat Legacy' Webisodes S01 (WB Interactive Entertainment) - Motion Designer  
2011 'Madden 12' Broadcast Package (EA Sports) - Director/Designer  
2010 'SSX' Spike TV Video Game Awards CG Trailer (EA) - Director  
2010 'Tron: Legacy' Cinematic (Propaganda Games) - Director  
2010 'Deus Ex: Human Revolution' Title Sequence (Eidos/Square Enix) - Composer  
2010 'Deus Ex: Human Revolution' Cinematics (Eidos/Square Enix) - Motion Design Supervisor  
2010 'FIFA 11' Launch Trailer (EA Sports) - Director  
2010 'FIFA 11' TV Spot/Game Intro Cinematic (EA Sports) - Director  
2010 'Madden 10' Cinematics/Boot Screens (EA Sports) - Motion Designer  
2010 'Deus Ex: Human Revolution' Sarif Industries Trailer (Eidos/Square Enix) - Composer  
2010 'Deus Ex: Human Revolution' Game Trailers (Eidos/Square Enix) - Composer/Motion Designer  
2010 'NBA Elite 11' Launch Trailer (EA Sports) - Motion Designer Supervisor  
2010 'Spider-Man Shattered Dimensions' (WB Interactive Entertainment) - Post-Supervisor  
2010 'Need For Speed: Hot Pursuit' Trailer/Logo (EA) - Motion Designer  
2009 'District 9' Film (Sony) – Composer  
2009 'Love' Film (Angels & Airwaves) - Supervising Composer  
2009 'Riverworld' MoW (RHI) - Lead Composer  
2009 'The Stranger' MoW (TMN) - In-House VFX Supervisor  
2008 'Kung Fu Killer' MoW (RHI) - Lead Composer  
2008 'Hard Ride To Hell' MoW (RHI)- Supervising Composer  
2008 'Do You Know Me' MoW (RHI)- Lead Composer  
2008 'Monster Cable' Web Features Media (Blink Media) - Motion Designer  
2008 'Jenny Craig' Animation (RJ Sauer/Blast Radius) - Motion Designer  
2008 'Canadian Olympic Committee' Promo Video (Playground Media) - Motion Designer  
2008 'Dell' Product Detail Media (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Madden 7' Game Features Trailer (RJ Sauer/Blast Radius) - Motion Designer  
2007 'AOL-Kids On Line' Promo Video (RJ Sauer/Blast Radius) - Motion Designer  
2007 'AOL Shopping' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Direct TV' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Need For Speed Carbon' Game Features Trailer (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Flash Gordon' S01 (RHI) - Lead Composer  
2005 'Supernatural' S01 (WB) - Composer  
2005 'Killer Instinct' S01 (Fox) - Composer  
2005 'The Dead Zone' S03/04 (Lions Gate) – Composer