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Career Overview:

VFX Supervisor with 9+ years of experience in compositing and compositing supervision. Known for delivering high-quality visual effects under tight deadlines while maintaining strong collaboration across production, artists, and clients. A motivated leader with a sharp eye for detail, clear communication style, and a passion for solving complex visual challenges in fast-paced, production-driven environments.

VFX Project Overview

Feature films, TV shows, commercials, music videos, advertisements

Movies: Horizon: An American Saga - Chapter 2, Good Luck, Have Fun, Don't Die, The Nun 2, Samaritan, Shooting Stars, Fly Me to the Moon, The Fablemans

TV shows: Spider-Noir, One Piece, The Boys, Gen V, The Orville, The Walking Dead, La Brea, The Night Agent, Poker Face

Studios: Amazon MGM Studios, Netflix, HBO, FOX, Sony Pictures, Territory Pictures, New Line Cinema, Apple Studios, Amblin Entertainment

Software Utilized: Nuke, Mocha, RV, Keen tools, Hiero, Python, After effects, Photoshop, Premiere, Blender, Excel, Windows, ShotGrid/Autodesk Flow Production Tracking

Education:

High School Diploma, Mountain Ridge High School, 2019

Film Industry Technical School, Lost Boys School of VFX Aug 2020

Self-teaching industry focused systems such as Nuke, Mocha, After Effects, Photoshop, Premiere, and Blender

Career summary

Ingenuity Studios, VFX Supervisor

11/2020 - Present

VFX Supervisor responsible for end-to-end visual effects across film, television, and digital projects. Collaborated closely with directors and producers to translate creative vision into technically sound, production-ready solutions. Managed and guided teams of artists to deliver high-quality VFX on schedule. Earned four promotions through consistent delivery, strong leadership, and effective interdepartment collaboration.

- Successfully managed up to three simultaneous projects, maintaining consistent quality across sequences and delivering polished work that exceeded client expectations.
- Supervised up to 10 department leads and supervisors, and guided up to 100 artists while executing three simultaneous, high-complexity productions, each with budgets up to \$10M.
- Worked directly with clients—including Directors, Showrunners, VFX Supervisors, and Producers—to gather feedback, align expectations, and escalate urgent requests as needed.

- Had final approval on shot delivery to clients, providing consistent feedback, notes, and reviews while leading daily reviews across all projects.
- Built and maintained tools and templates used by artists to improve efficiency, standardize workflows, and maintain consistent production quality.
- Developed workflows to address complex technical and creative challenges in difficult shots and sequences, reducing production risk.
- Developed pipeline and process documentation to improve interdepartment communication and production handoffs, including technical workflows between GFX, Editorial, CG, and Compositing.
- Oversaw VFX bidding by defining scope, approach, and technical requirements to support accurate budgets and schedules.
- Recruited and hired artists with specialized skill sets to strengthen team capabilities, while managing performance to maintain high quality standards.

Compositing Supervisor:

Supervised a compositing team of up to 50 artists and leads across four concurrent projects, coordinating closely with production and other department leads.

Promoted to VFX Supervisor

- Collaborated with CG, Roto, and Paint departments to ensure the compositing team had all required elements to deliver high-quality shots on schedule, including hero shots and sequence look development.
- Owned compositing quality across entire projects, leading creative QC and technical checks for final delivery while assigning shots based on artist strengths and project needs.

Lead Compositor:

Served as Lead Compositor while remaining hands-on, managing artists and sequences, and taking on complex shots to drive production forward and meet schedule demands.

Promoted to Compositing Supervisor

Compositor:

Composited shots from start to finish, ensuring proper integration of assets from multiple departments, implementing leadership feedback, and maintaining visual consistency to achieve the final desired look.

Promoted to Lead Compositor

Hobbies / Accomplishments:

Golf – 15 handicap

Hockey – High School Goalie, Team Captain (Senior Year), Mountain Lion Award, Leadership Award, Certified Referee

Photography and Photo Editing

Video editing

High School Arts & Entertainment/Cultural Affairs – Craft Editor (2018)

Professional Compositor – Independent film productions during high school (Prescott, AZ)