

John Decker VES
VFX Supervisor / Artist
lighting / fx / compositing / post-processing
www.fraudulentvolcano.com



gsktalent
a talent & literary agency

PROFILE

- ◆ 20 years experience in visual effects post-production for feature films, television and video games.
- ◆ Experience in the entire production process, from script breakdown and bidding through on-set supervision and final delivery. Including green-screen, high-speed pyrotechnics, and motion capture.
- ◆ A passion for problem solving and seeking unconventional and efficient solutions.
- ◆ Specializing in digital cinematography, lighting & look development, and post-processing.
- ◆ Able to communicate clearly and effectively with producers, clients, artists and technicians.
- ◆ Overseas experience with supervising locally & remote in Canada, Asia and Mexico

EXPERIENCE

FuseFX September 2014 to Present - **CG/VFX Supervisor**

- on-set supervision, client collaboration and creative development
- bidding and scheduling, concept and sequence design, look development, and digital cinematography

Current Projects: *Marvel's Agents of S.H.I.E.L.D., Spaced Out, Making History, Zoo*

Encore Hollywood November 2013 to September 2014 - **CG Supervisor**

- shot concept and visualization, shaders, compositing and digital cinematography

Projects: *Extant, Star-Crossed, Hawaii Five-0*

Rhythm & Hues December 2008 to April 2013 - **Lighting Supervisor**

- design and implementation of a Houdini mantra based lighting pipeline for large scale environments.
- managed lighting teams and supervised shot production for artists in Los Angeles, Vancouver and India.
- shot bidding and show scheduling for lighting department.

Projects: *RIPD, Percy Jackson: Sea of Monsters, Life of Pi, Alvin and the Chipmunks, Hop, Night at the Museum: Battle of the Smithsonian.*

Electronic Arts July 2004 to July 2010 - **CG Supervisor**

- Supervised artist team to design and create in-game and cinematic assets. Worked closely with programmers on implementing new technologies.

Projects: *Medal of Honor (2010), Tiberium, Medal of Honor: Airborne, Command and Conquer: Tiberium Wars, The Lord of the Rings: The Battle for Middle Earth II, Medal of Honor: European Assault,*

Digital Domain June 2003 to June 2004 - **Sequence Lighting Lead & Composer**

- supervised a team of lighters for multiple sequences, shader authoring and Nuke gizmos

Projects: *I, Robot, The Day After Tomorrow*

R!OT Pictures January 2000 to June 2003 - **Visual Effects Supervisor**

- look development, shaders, texturing, lighting and final composites
- on set supervisor for green screen and location plate photography

Projects: *Angels in America, Biker Boyz, Queen of the Damned, The Scorpion King, Buffy the Vampire Slayer, The X-Files, Angel, Smallville*

Centropolis FX July 1999 to November 1999

- shaders and animation for *Stuart Little*

Cinesite Hollywood March 1999 to June 1999

- Renderman shaders, lighting and Mel scripting for *Deep Blue Sea*

Sony Pictures Imageworks September 1995 to August 1998 - **Senior Color/Lighting Artist & Compositor**

- shader and lighting look development, final composites

Projects: *Godzilla (1998), Starship Troopers, Anaconda, The Ghost and the Darkness, James and the Giant Peach*

Dream Quest Images August 1994 to August 1995

- SCUBA Production Assistant for *Crimson Tide*

SOFTWARE SKILLS

Houdini, Maya, 3Ds Max

HDRI and IBL

Digital Fusion, Nuke (including gizmo authoring)

Arnold, V-Ray, Mantra, Mental Ray

Shotgun & Deadline

UnrealEngine 3 (incl. UnrealScript)

Photoshop

Final Cut, Movie Magic

miniature construction

green screen photography

location & sound stage supervision

high-speed pyrotechnics

underwater filming techniques

PRACTICAL SKILLS

EDUCATION

California State University Long Beach - Bachelor of the Arts in Radio, Television and Film. Emphasis on cinematography and camera work.

UCLA - Certificate Program in Business and Management of Entertainment

AFFILIATIONS

The Visual Effects Society, The Academy of Television Arts and Sciences