

## KEVIN LINGENFELSER

Over twenty-six years of visual effects experience in film and episodic series.  
Possessing strong artistic and creative sensibilities with proven leadership in Production.  
Senior compositor with emphasis on look development and complex CG integration.  
Extensive on-set visual effects supervising for feature films and episodic series having worked with a diverse group of Directors, Producers and Studios.  
Looking to work with fellow creative individuals on unique stories in either medium.

### **FUSE FX**

Burbank, CA

#### Visual effects supervisor

2013–Present

- Production (and Facility) VFX Supervisor for AMC's 'Preacher' Seasons 1 through 3.  
Worked closely with Show Runner Sam Catlin, Executive Producers Seth Rogen, and Evan Goldberg to create, execute and finalize VFX shots from Pre-Production through Post Production.  
Oversaw FuseFX and 3 other vendors on all VFX work for Season 3.
- Facility VFX Supervisor for ABC's 'Marvel's Agents of S.H.I.E.L.D.' Seasons 1-4 and Season 7.  
Worked closely with Production VFX Supervisor, Mark Kolpack and Producer, Sabrina Arnold to bid and supervise complex VFX shots in a twelve days post schedule per episode.  
Oversee and guide teams of twelve 2D artists and twenty CG artists on shots heavily reliant on CG animation, FX simulation and complex compositing.
- Hands-on look-development for hero S.H.I.E.L.D. assets/characters/effects such as Ghost Rider, Hive, Inhuman Lash, Zephyr Airship and Inhuman Gordon's BAMF effect.  
As well as Daredevil's 'World on Fire' POV, Luke Cage's Judas Bullet impact, Cloak & Dagger Light and Dark energy and RUNAWAYS Karolina Dean L.S.D. look.

### **DIGITAL DOMAIN**

Venice, CA

#### DFX Supervisor / Comp Supervisor

2003-2005 / 2007 / 2011-2013

- Digital Effects Supervisor on Bryan Singer's 'Jack the Giant Killer' during a ten-month Production period at Digital Domain Vancouver. Managing three teams of thirty plus compositors, FX artists and CG animators.
- Completed numerous complex 2D and Stereoscopic shots for 'Thor' and Transformers 3'.
- Nominated for a VES award in the category of Outstanding Compositing in a Motion Picture for a series of complex shots for the "Death of Beckett" sequence in 'Pirates of The Caribbean: Dead Man's Chest'.
- Sequence Lead on 'I Robot' included look development of the hero "Sonny" Robot, ancillary Robots and BG environments for over one hundred shots between four major sequences.

**FURIOUS FX**

Burbank, CA

Visual Effects Supervisor / Creative Director

2005-2010

- Responsibilities include supervising 2D and 3D artists, concept artwork, storyboards, matte painting, texture painting, 2D and stereoscopic compositing, nuke pipeline setup and on-set VFX Supervision.

**CINESITE DIGITAL FILM CENTER**

Hollywood, CA

Visual Effects Supervisor

1993-2003

- Served as production Visual Effects Supervisor on numerous films for Directors Tony Scott, Bryan Singer, John Woo, Brett Ratner, Stephen Sommers and Barry Levinson.
- Assisted 1st & 2nd unit VFX Plate Photography for 'X-Men' in Toronto, Canada in 2000.
- Served as Lead Compositor at Cinesite, London for 'Lost in Space'.
- Supervised 2nd unit miniature and live action greenscreen elements for several sequences in 'Armageddon'.
- Experienced Nuke, After Effects, Mocha and Adobe Photoshop Artist.

**2019 – HPA Award Winner**

Outstanding Visual Effects - Episodic  
The Orville.

**2015 - Primetime Emmy Award Nominee –**

Outstanding Special and Visual Effects  
Marvel's Agents of S.H.I.E.L.D.

**2014 - Primetime Emmy Award Nominee –**

Outstanding Special and Visual Effects  
Marvel's Agents of S.H.I.E.L.D.

**2015 - VES Award Nominee –**

Outstanding Visual Effects in a Visual Effects-Driven Photoreal/Live Action Broadcast Program  
Marvel's Agents of S.H.I.E.L.D.

**2008 - VES Award Nominee –**

Outstanding Compositing in a Motion Picture 'Pirates of the Caribbean: At World's End'