

John Decker

VFX Supervisor

www.fraudulentvolcano.com

gsktalent
a talent & literary agency

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- ◆ Over 25 years experience in visual effects for feature films, television, commercials, and video games.
- ◆ Experienced in the entire production process, from script breakdown and bidding, tech scouts, on-set supervision to final delivery. Comfortable working with LED screens and Virtual Production techniques, green & blue screen, high-speed cameras, miniatures, and motion capture.
- ◆ Passionate problem solver, with the ability to quickly pivot and seek unconventional and efficient solutions.
- ◆ Knowledge of the complete VFX workflow, from on-set HDRI, LIDAR, 3D scanning of talent, and camera tracking; through concept development, animation, particle effects, rendering and compositing.
- ◆ Overseas experience supervising on-site & remotely in New York, Canada, UK, Europe & Mexico

WORK HISTORY

Lionsgate / Peacock

John Wick: The Continental	Peacock - Limited Series	VFX Supervisor
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Ryan Murphy / FX

American Horror Story	Season 10: Double Feature	VFX Supervisor
American Horror Stories	Season 1	VFX Supervisor

Amazon Studios

Solos: "Nera"	Amazon - Limited Series	VFX Supervisor
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HBOMax

The Flight Attendant	HBOMax - TV Series	VFX Supervisor
Winning Time: The LA Lakers Story	HBO- TV Movie	VFX Supervisor

Netflix

Inventing Anna	Netflix - Limited Series	VFX Supervisor
Halston	Netflix - Limited Series	VFX Supervisor

Fox Television

9-1-1: Lone Star	Fox - TV Series	VFX Supervisor
Prodigal Son	Fox - TV Series	VFX Supervisor

ABC Studios / Marvel Television

Marvel's Runaways	Hulu - TV Series	VFX Supervisor
Marvel's Agents of SHIELD	ABC - TV Series	VFX Supervisor

FuseFX

September 2014 to May 2018

Making History	Fox - TV Series	VFX Supervisor
The Hartford vs. The Unexpected	2017 - Commercials	VFX Supervisor
Marvel's Agents of SHIELD	ABC - TV Series	On-set mo-cap supervisor
Bones	Fox - TV Series	On-set supervisor
Spaced Out	2017 - TV Pilot	On-set supervisor
Zoo	CBS - TV Series	CG supervisor
Turn: Washington's Spies	AMC - TV Series	CG supervisor
The Walking Dead	AMC - TV Series	CG supervisor

Encore / Amblin

November 2013 to September 2014

Extant	CBS - TV Series	CG Supervisor
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Rhythm & Hues

R.I.P.D.
 Percy Jackson: Sea of Monsters
 Life of Pi
 Hop
 Alvin and the Chipmunks 3
 Alvin and the Chipmunks 2
 Night at the Museum 2

December 2008 to April 2013

2013 - Feature
 2013 - Feature
 2012 - Feature
 2011 - Feature
 2011 - Feature
 2009 - Feature
 2009 - Feature

Lighting Supervisor
 Lighting Supervisor
 Ocean Supervisor
 CG Supervisor
 Sequence Supervisor
 Composer
 Lighting Artist

Electronic Arts

Medal of Honor
 Command & Conquer: Tiberium
 LOTR: The Battle for Middle Earth II

July 2004 to December 2008

2010 - Video Game
 2008 - Video Game
 2008 - Video Game

VFX Supervisor
 VFX Supervisor
 VFX Artist

Digital Domain

I, Robot
 The Day After Tomorrow

June 2003 to July 2004

2004 - Feature
 2004 - Feature

Sequence Supervisor
 Senior Lighting Artist

R!OT Pictures

Biker Boyz
 The Chang Family Saves the World
 Queen of the Damned
 Angel
 Buffy the Vampire Slayer
 The X-Files

January 2000 to June 2003

2003 - Feature
 2002 - TV Pilot
 2002 - Feature
 WB - TV Series
 WB - TV Series
 Fox - TV Series

VFX Supervisor
 VFX Supervisor
 CG Supervisor
 CG Supervisor
 CG Supervisor
 VFX Artist

Centropolis

The Patriot

July 1999 to December 1999

1999 - Feature

VFX Artist

Cinesite Hollywood

Deep Blue Sea

March 1999 to June 1999

1999 - Feature

VFX Artist

Sony Pictures Imageworks

Stuart Little
 Godzilla
 Starship Troopers
 Anaconda
 The Ghost and the Darkness

September 1995 to February 1999

1997 - Feature
 1998 - Feature
 1997 - Feature
 1997 - Feature Film
 1996 - Feature

Look Development
 Creature Lighting Lead
 Composer
 VFX Artist
 VFX Artist

Dream Quest Images

Crimson Tide
 First Knight

August 1994 to August 1995

1995 - Feature
 1995 - Feature

Wet-For-Wet SCUBA Crew
 On-set VFX PA

PRODUCTION SKILLS

Script Breakdowns, Budgeting, Plate Supervision, Miniature & Model Construction, Motion Control, High-Speed Photography, Blue & Green Screens, On-set Data Collection, Reference Photography & Photogrammetry, Underwater Shooting Techniques, Camera and wireless performance capture systems.

SOFTWARE SKILLS

In-depth knowledge of the entire visual effects post-production process: Digital double creation (3D scanning of actors and talent), Zbrush Modeling, Texturing, Blocking and Animatics, Character Rigging & Animation, Particle FX Animation, Cinematic Lighting & Rendering, Rotoscoping, Paint & Cleanup, Digital Set Extensions, Compositing

EDUCATION

California State University Long Beach - Bachelor of the Arts in Radio, Television and Film.

UCLA - Certificate Program in Business and Management of Entertainment.

Continuing education in line producing (script breakdowns, budgets & scheduling), film finance, and entertainment law.