

John Decker VES
VFX Supervisor / Artist
lighting / fx / compositing / post-processing

8917 West 25th Street
Los Angeles, CA 90034

310.741.9467

johndecker@mac.com

www.fraudulentvolcano.com

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 art teams locally & remote in Canada and Asia.

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 & Composer

- 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*

A complete credits list can be viewed at:

<http://www.imdb.me/johndecker>

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

PRACTICAL SKILLS

miniature construction	green screen photography	location & sound stage supervision
high-speed pyrotechnics	underwater filming techniques	

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