

Jeff Wolverson, M.S., B.S.C.I.S.

CG Supervisor/FX Supervisor

Phone: (604) 767-4187 Citizenship: USA (P.R. Canada) Currently Located in Toronto, Canada
Demo reel: www.JeffWolverson.com LinkedIn: [linkedin.com/in/jeffwolverson](https://www.linkedin.com/in/jeffwolverson)
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CG Supervisor/FX Supervisor/FX lead/FX Artist with 20+ years experience on live action feature films, including eight films nominated for an Academy Award in Visual Effects.

Areas of Expertise: Leading VFX crews, helping the VFX Supervisor realize the director's vision. Creating custom FX setups in Houdini and other software packages. Creation and shot work in smoke, fire, water, sand, ice, explosions, debris, lightning, unique liquid & ephemeral effects. Worked on over 18 superhero movies.

Experience: Extensive feature film work in FX supervision, look development and effects animation, shading, lighting, rendering, compositing, particle simulation, fluid simulations, rigid body dynamics. Extensive experience with Houdini, Mantra, Nuke, scripting in VEX & Python. Also experienced in Maya, Renderman, DaVinci Resolve.

Feature Film & Television Experience

- **Spin VFX (Toronto): CG Supervisor** “[Ballerina](#)” & “[The Big Cigar](#)”.
 - Oversaw & provided creative feedback for effects artists
 - Worked with VFX supervisor on battleplans of how to tackle upcoming effects.
 - Worked with producers and heads of production on bidding and scheduling of FX work.
- **Scanline VFX (Vancouver): FX Supervisor**
 - Senior FX Artist on the film “[The Flash](#)”
 - FX Supervisor on the film “[Slumberland](#)”
- **Zoic (Vancouver): FX Supervisor:** FX Supervisor for the Zoic Dynamics Team. Worked directly with VFX Supervisors for effects on the series “[Arrow](#)”, “[The Chilling Adventures of Sabrina](#)”, “[Legends of Tomorrow](#)”, “[Stargirl](#)” and others to deliver the creative vision of the directors.
 - Coached artists on best ways to approach and effect, jumping in on complex effects when needed.
 - Assigned work to the appropriate artists most suited to the task.
 - Created fluid, fire, goo, steam, explosion, destruction and superpower effects.
 - Interviewed prospective FX artists, working with HR on hiring.
 - Created an FX library system to allow artists to create, store, recall and modify effects setups.
 - Worked with pipeline on how to improve efficiency of effects production workflow.
 - Created tools and techniques to allow artists to share techniques more efficiently.
- **MPC (Vancouver): Key FX Artist**
 - Key FX Artist on “[Aquaman](#)”, Created water hologram effects, water dripping effects
- **Industrial Light & Magic (Vancouver): Senior Effects Technical Director**
 - Senior Effects Technical Director on “[Star Wars: The Last Jedi](#)”, “[Transformers: The Last Knight](#)” and “[Kong: Skull Island](#)”. Created electrical effects, fire, sparks, liquid effects.
- **Method Studios (Vancouver): Sr. FX Artist**
 - Senior Effects Artist on “[Thor: Ragnarok](#)”, “[The New Mutants](#)” and “[Deadpool 2](#)”. Created high-detail transformation effects, fire, blood.
- **Digital Domain (Vancouver): FX Lead**
 - Houdini Effects Artist/FX Lead on “[All I See I You](#)”, “[Beauty and the Beast](#)”, “[Deadpool](#)”, and “[X-men: Apocalypse](#)”. Created sand, snow, and debris effects, 'blind vision' and 'skin bags' effect.

- **MPC (Vancouver): FX Artist**
 - Senior Houdini FX Artist on “[Batman v Superman](#)”, “[Monster Trucks](#)” responsible for creating custom fractal tetrahedron Mother Box, FX and OTL setups for slick oil fluid and lightning.
- **Framestore (London): FX Artist**
 - Maya Effects Technical Director on “[Jupiter Ascending](#)” creating alien tractor beam and destruction.
- **Look FX (Los Angeles): FX Artist**
 - Effects Artist on “[Noah](#)” creating large scale ocean surface & sea foam/ark interaction.
- **Digital Domain (Los Angeles): FX Lead**
 - Effects Lead/Sr VFX Artist on “[Iron Man 3](#)”, “[Into The Storm](#)” & others. Visual development of lava skin effects. Created melting metal, CGI tornadoes, debris, smoke, explosions and snowy landscapes.
- **Sony Pictures Imageworks (Los Angeles): FX Lead**
 - Effects Lead/Effects Artist on six superhero films (“[Green Lantern](#)”, “[Ghost Rider](#)”, “[Hancock](#)”, three “[Spider-Man](#)” films) two animated films and half a dozen other movies. Visual development of ring constructs, planetary battery beams, smoke effects. Created debris, sand, webs, explosions, magic dust, water and ice. Lighting artist on “[Stuart Little](#)”.
- **Stan Winston Studios, Rhythm & Hues Studios: Lead FX Artist**
 - Lead Effects Artist and visual development on “[Fantastic Four](#)”, creating invisibility and force field effects
- **Rhythm & Hues Studios: Lead FX Artist**
 - Effects Artist “[X2: X-Men United](#)” and “[Daredevil](#)”, visual development of 'shadow world'.
- **Dreamworks Feature Animation:**
 - FX Artist on “[Shark Tale](#)”
- **Walt Disney Feature Animation**
 - FX Animator on “[Tarzan](#)”
 - Technical Director on “[Hercules](#)”

Education

Master of Science Degree (specialization in computer graphics) The Ohio State University
 Bachelor of Science, The Ohio State University (Major: Computer Science, Minor: Philosophy)

Technical Skills

Advanced scripting in Python, Perl, Mel, Vex
 Advanced programming in C++, Object C, OpenGL,
 Create and sold several apps for iPhone and iPad
 Created Walt Disney Feature Animation’s first interactive lighting editor, used on “[Hercules](#)”

Maya:

Used Maya & Mel to produce visual effects for the films “[Hollow Man](#)”, “[Shark Tale](#)” and “[Jupiter Ascending](#)”
 Advanced programming in Mel for dynamics animation

Houdini:

Extensive professional experience with Houdini for over 15 years, used to make visual effects for several motion pictures.
 Rendering in Mantra & RenderMan, creating custom shaders in RSL & Vex
 Created dozens of custom setups feature films. Extensive use of Houdini for visual development.