

Jeff Wolverton, M.S., B.S.Cis.

FX Supervisor

Phone: (604) 767-4187

Citizenship: USA

Currently Located in Vancouver, BC, Canada

Demo reel: www.JeffWolverton.com

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FX Supervisor/FX lead/Visual Effects Artist with 20 years experience on live action feature films, including eight films nominated for an Academy Award in Visual Effects.

Experience: Extensive feature film work in 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 and Renderman, Cinema4D, Flowline.

Areas of Expertise: Leading an FX team. 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.

Feature Film & Television Experience

Zoic (Vancouver): FX Supervisor

FX Supervisor for the Zoic Dynamics team across Vancouver, Los Angeles, and New York City. 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.

- Oversaw & provided creative feedback for effects artists
- Worked with VFX supervisors in touchbases and "battleplans" on how to tackle upcoming effects.
- Worked with producers and heads of production on bidding and scheduling of FX work.
- Coached artists on best ways to approach and effect, jumping in on complex effects when needed.
- Developed tools to streamline FX artists' workflow.
- 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 from head shots.

Digital Domain (Vancouver): FX Lead

Houdini Effects Artist/FX Lead on "All I See I You", "Beauty and the Beast" and "X-men: Apocalypse". Created sand, snow, and debris effects, look development on custom 'blind vision' effects and 'skin bags' effect.

MPC (Vancouver): FX Artist

Senior Houdini & Flowline 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” and “Black Sky” among others. Visual development of lava skin Extremis effects. Creating 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 files 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 two shows including “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, "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)