

# SCOTT KIRVAN

VFX Supervisor • Technical Producer

Greater Seattle Area • 424.229.2386 • scott@skvfx.com

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## SUMMARY

Highly qualified VFX professional with an extensive production background and over 20 years in leadership positions, including more than 5 years of various client/production-side supervisory roles, and a decade of in-studio digital production work. Well-versed in a range of compositing, 3D animation, and simulation tools, and a natural collaborator skilled, on and off-set, in the use of film and digital methodologies for SFX, VFX, VP, and Animation. An adept communicator with a passion for education and an innate ability to convey technical concepts to non-technical and cross-functional audiences. Excels in high-stress environments, maintaining a calm, diplomatic, and solutions-focused approach in service to the principle filmmakers and the delivery of the highest quality imagery and stories.

## EXPERIENCE

### On-Set Visual Effects Supervisor

Aug 2022-Jan 2023

**Apple Originals / Mesquite Productions - For All Mankind, Season 4** - Culver City, CA

- Daily work within the VFX team, collaborating with principle filmmakers on-set, and providing guidance to key production personnel;
- Overseeing the filming and data wrangling of plate photography, wire-work, green screens, set extensions, burn-ins.

### Assoc VFX Supervisor • Scale Ambassador

Jan-Jun 2022

**Amazon Originals / Media Res Studio - I'm a Virgo** - New Orleans, LA / Oakland, CA

- Responsible for all things related to scale and forced perspective. Pre-production, shot planning, on-set supervision, and on-set Unreal Engine tech-viz;
- Collaborated with the VFX team and the production keys to develop algorithms, systems, and methodologies for improvisational in-camera, forced-perspective filmmaking;
- Worked with principle filmmakers and crew to build a common jargon and SOPs, and to achieve buy-in on the language-of-film as it relates to telling stories with extreme-scaled characters.

### 3D Pipeline Engineer, Immersive Tech, Remote, Contract

Nov 2021 - Jan 2022

**Nike, Inc.** - Portland, OR

- Created Unreal Engine Editor Tools for production artists. Cloud (Pixel) Streaming, and Unreal Build Automation. Python & Blueprint dev in UE4, AWS, Github, Jira, Jenkins.

### Freelance and Independent

- **On-Set VFX Supervisor & Data Wrangler - GMC Sierra** - Mt. Baker, WA Sep 2021
  - Coordinated with filmmakers on blocking and overall approach to the shot and worked with production and an EU vendor to ensure all camera & location data was captured for the creation & integration of photorealistic 3D elements into a tracked plate
- **Virtual Production; R&D, Unreal Engine** - Port Orchard, WA 2018-present
  - Focus on pipeline & final pixel fidelity, indie mocap, animation, Live Link, nDisplay; Workflows using Houdini, Blender, Nuke, Perforce, Cloud Compute, USD & Omniverse;
- **Independent Film; Actor & Promoter** - Kitsap Peninsula, WA 2016-present
  - Acting (**Tilt & Rucker (the Trucker)**); Hosting filmmaker panels for the *West Sound Film Festival*; promoting local art house events.

### Founder • CEO

2010-Jul 2022

**Slaughter County Brewing Company, LLC** - Port Orchard, WA

- Built and grew a community oriented restaurant and brewery. Pursued interests in

leadership, entrepreneurialism, fermentation science, and hospitality. Company sold, 2022.

**AcquiHire • General Manager Brazil r/s™ • SME** Oct 2008 - Jul 2009  
**Caustic Graphics, Inc.** - Seattle, WA / San Francisco, CA

- Served as Executive Liaison to A-list film and entertainment studios, architectural firms, and Fortune 500 tech companies;
- Technical guidance and validation: Brazil rendering API and Caustic real-time ray tracing hardware integration (*PowerVR, Brazil SDK*).

**Founder • CEO • Co-Author Brazil r/s™** Oct 2000 - Oct 2008  
**SplutterFish, LLC** - Los Angeles, CA / Seattle, WA

- Founded, built infrastructure, assembled a killer team, and grew a customer focused and internationally recognized business around the development and publication of a high quality, photorealistic production renderer, successfully guiding the company from startup to acquisition.

### **Freelance and Consulting**

- **On-Set VFX Supervisor, Technical Adviser & Mentor** - Los Angeles, CA 1999-2009
  - Pre-viz, tech-viz, stunt-viz, on-set, surveys, data-wrangler, post-viz and coordinated SFX & VFX teams on **Swordfish** (bullet-time explosion and helicopter sequences); On-set and CG supervision on **Jeepers Creepers** (wing reveal), and on-set supervision on **Soulkeeper** (multiple shots) and **Freaky Links** (creature FX);
  - Mentored and scouted artists for vendor-studios from the Brazil r/s artist community;
  - Emergency, on-site, technical assistance (smokejumping) at several VFX vendor locations across the US.
- **In-Studio; Technical Director & CG Artist** - Los Angeles, CA, 1996-2008
  - Various responsibilities (lite animation, tech art, rigging, compositing, look dev, render wrangling, software dev, scripting) and consultation on film, game cinematic, and broadcast design projects at Warner Bros., Initia Pictures, MaxInk Cafe, Frantic Films, and Blur Studio.
- **Staff; Technical Producer & Pitch-Viz** - Los Angeles, CA 1997-1999
  - Multiple development projects: Assistance with look-boards, rip-reels, concept, and pitch materials. Vetting and risk assessment regarding 3rd party bids, pipeline proposals and cost analyses;

**Computer Graphics Specialist • Software TD • FX Programmer** 1996 - 2000  
**Blur Studio, Inc.** - Venice Beach, CA

- Developed VFX, pipeline, and simulation tools for in-house use and publication; contributed as an FX programmer, tech artist, and on-set VFX supervisor; represented Blur in software negotiations and licensing agreements.

## **EDUCATION**

**St. Cloud State University (Minnesota State)**

**BS Electrical Engineering, 1991**

Concentration: Mathematics and Design: Machine Learning and Systems Architecture.

Elective focus: Film, Photography & Optics, French.

## **COMMUNITY WORK AND AFFILIATIONS**

Visual Effects Society, WA Sect, Board of Mgrs; Member, 3D-Pro; 3DS Max Apha Tester; Member, Washington Brewers Guild; Member, Brewers Association; Past-member, IEEE/ACM Siggraph; Past Executive Director, Olympic Peninsula Sports Union; Host, West Sound Film Festival.

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## FILMOGRAPHY

- **FOR ALL MANKIND - SEASON 4** - On-Set Visual Effects Supervisor - 10 episodes (2023) created by Ronald D. Moore, Matt Wolpert and Ben Nedivi, VFX Supervisor Jay Redd - Apple Originals
- **I'M A VIRGO** - Associate VFX Supervisor, Scale Ambassador - 8 episodes (2023) directed by Boots Riley, VFX Supervisor Todd Sheridan Perry - Amazon Originals
- **GMC SIERRA BRAND ROLLOUT** - On-Set VFX Supervisor - commercial spot (Sept 2021) directed by Bob Gothro - INVNT
- **TILT** - Actor, "Brian" - independent feature film (2023) directed by Jacob Hollis - Dirty Shirley Productions
- **RUCKER (THE TRUCKER)** - Actor, "Truck Stop Patron" - feature film directed by Amy Hesketh - Decadent Cinema
- **SPONGEBOB SQUAREPANTS 4-D** - FX Programmer, stereoscopic 2D look-dev - Stereoscopic ride film directed by Yas Takata - Paramount Parks / Nickelodeon
- **SWORDFISH** - Technical Production Supervisor (pre-production, on-set, post) - feature film directed by Dominic Sena, VFX Supervisor Boyd Shermis - Warner Brothers
- **JEEPERS CREEPERS** - Add'l On-Set VFX Supervisor, CG Supervisor - feature film directed by Victor Salva, Add'l VFX Supervisor Todd Sheridan Perry - American Zoetrope
- **FREAKY LINKS** - On-Set VFX Supervisor - 1 episode - VFX Supervisor Todd Sheridan Perry - Fox Television / E=mc2
- **SOULKEEPER** - Add'l On-Set VFX Supervisor - feature film directed by Darin Ferriola, VFX Supervisor Steven Blackmon - One-Tu-Three Productions
- **FOR THE CAUSE** - Lighting TD, FX Programmer - feature film directed by David & Tim Douglas, VFX Supervisor Tim Douglas - Grand Designs
- **SPORTS CENTER** - Digital Artist - ident-bumper - Sports Center/RazorFish
- **WARRIORS OF MIGHT AND MAGIC** - Digital Artist - video game cinematic - 3DO
- **GUINNESS: RIDE THE RECORDS** - FX Programmer, Stereoscopic pipeline TD - Stereoscopic IMAX ride film - Guinness World Records
- **GENERA** - Lighting TD, Digital Artist - short film directed by Nori Kaneko - unreleased - Inertia Pictures
- **SOUTH PARK: BIGGER LONGER, AND UNCUT** - FX Programmer, Tech Artist - feature film directed by Trey Parker - Comedy Partners
- **DEEP RISING** - FX Programmer - feature film directed by Stephen Sommers - Walt Disney Pictures
- **1001 NIGHTS** - FX Programmer, Look-dev TD - short film directed by Mike Smith, CGI Director/Creative Supervisor Nori Kaneko - Hyperion / BS24 Japan
- **ONLY HOPE** - Add'l Writer, Actor "Soldier 3", Digital Artist - short film directed by Joseph Francis, VFX Supervisor Todd Sheridan Perry - Max Ink Productions
- **METEOR ATTACK** - FX Programmer - stereoscopic ride film - Tobu Zoo, Tokyo
- **CARNEVIL** - FX Programmer - video game cinematic - Midway Games
- **THE VISITOR** - FX Programmer - TV series - Centropolis
- **THE REAL ADVENTURES OF JONNY QUEST** - FX Programmer - animated TV series - Hanna-Barbera