

Jeffrey Ian Wilson

CG Producer & Supervisor | Project Manager | Reality Capture Specialist

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Summary

Jeffrey Ian Wilson is a seasoned project supervisor with a demonstrated history of leading teams across a broad spectrum of industries including 3d simulation and visualization, location-based experiences, visual effects for film and television, video games and virtual/augmented reality applications. Currently developing Unreal VR experiences of several high-profile cultural heritage sites and actively doing business development leveraging company 3d scanning, Cesium & GIS product integration and virtual production resources and training for visual effects, video games and enterprise clients around the world.

Skills

Business Development, Creative Direction, Art Direction, Technical Direction, Virtual Production, Research & Development, Consulting, Concept Development, Agile/Scrum Project Management and Creative Strategy for solving unique and cost-efficient problems tailored to customer needs and budgets. A strong willingness to remain teachable in the face of new challenges allows me to adapt and overcome difficult tasks and acquire new skills necessary to solve problems which require unusual, outside-of-the-box, abstract thinking, conception and implementation. Experience includes VFX tools such as Maya, Mari, Substance Suite, Vray and Nuke; Interactive experience and virtual production tools including Unreal and Unity; Reality Capture tools such as Lidar, structured light and photogrammetry hardware and software; GIS Project Tools including ESRI ArcGISPro, Skyline Software, Cesium and Project Management tools such as Microsoft Office, Project, Autodesk Shotgun and Ftrack.

Experience

Data Acquisition Supervisor at ScanlineVFX (Nov 2020 to Present)

Manage & supervisor reality capture content for virtual production.

Unreal Fellowship at Epic Games (Fall 2020)

Since May 2020, Epic Games has been piloting a new initiative called Unreal Fellowship with a select group of film, animation, and visual effects professionals. The intensive blended learning experience is designed to help experienced industry professionals in film, animation, and VFX learn Unreal Engine, understand the state of the art in virtual production, and be able to build teams using leading technologies and techniques in the emerging field of real-time production.

Pillars of the Fellowship include Unreal Online Learning courses, live training, guest lectures, and mentorship that focuses on Unreal Engine fundamentals, model ingestion, animation and mocap integration, look dev, lighting setups, and cinematic storytelling. With newly acquired knowledge and expertise, Fellowship members work on projects using Sequencer with assets and animation data from Epic and the Unreal Engine Marketplace.

Art Director | CG Supervisor | Project Manager at Virtual Wonders (2018 – 2020)

Massive scale 3d scanning pipeline management, development, and implementation for cultural preservation applications in visual effects, games, virtual reality applications. Business development and marketing leveraging company scanning resources to the visual effects and games industries. Recruited, trained and managed novice artists and assessed and assigned tasks based on talent, drive and ambition. Designed, assembled and setup a 10 node Vray renderfarm using Deadline and Amazon EC2 connectivity. Wrote scripts to batch process over 30 terabytes of photography and lidar data with final delivery being automated and delivered on Amazon S3 storage. Developing workflows and best use practices for VFX Virtual Production in Unreal and coordinating with Epic Games plugin development team to push the limits of their software. Current clients and partners include National Geographic, DigitalTree VFX, AlchemyX, Ryot and the USC ETC program. Extensive Cesium and ArcGIS "Story" delivery of projects for National Geographic. Other notable projects include The Tomb of Christ, Petra, Church of the Nativity, Chichen Itza

and Mount Everest.

Unreal Engine development includes VR/AR applications for the Church of the Nativity Grotto Experience, Chichen Itza and Apollo Moon Lunar Lander. Integration and pipeline design for virtual production, leveraging 3d scan data for online multi-user collaboration and planning purposes for DigitalTree and Thinkwell Group. Pixel streaming technology demonstrations for Ryot/Verizon involved setting up an Unreal app "server" on Amazon EC2 instances and delivered via streaming to 5G phones. Large scale, massive point cloud visualization and development cooperation directly with Phobos Interactive, developer of the Unreal Engine point cloud plugin and coordination efforts delivering massive GIS scenes with Skyline Software and delivered via Cesium and the upcoming Cesium Unreal plugin.

Co-Founder | Creative Director | Project Manager at Villaflor-Wilson Media (2015 – 2018)

3D asset management, production and support for visual effects, games and virtual reality applications. Notable clients/projects include 3d scanning, modeling and texturing of 13 Chinese Terracotta Warrior statues for AR application for Ben Franklin Museum in Philadelphia. Visual effects clients included but not limited to Gentle Giant Studios (Burbank, CA) working on scan data for the film, Fate of the Furious (2017) and Star Wars: Solo (2017) as well as a consulting with the Discovery Channel supporting their ongoing VR production efforts. Additional consulting included research and development of deploying scan processing to the cloud via Amazon Web Services to enable scalability and centralized processing, data access, storage, and security.

Senior Character Artist at Tripwire Interactive (2014-2015)

Responsible for 3d modeling, UVs and textures for all playable characters for Killing Floor 2. Delivered animation ready 3d character models and integrated into Unreal with master/instance shaders for rapid integration with the animation, programming and level design teams.

Co-Founder | Creative Director | CG Supervisor at 2nd Chance Games and Visual Effects (2012 - 2015)

3D asset management, production and support for visual effects, games and 3d visualization. Recruited, trained and managed a remote crew of 16 freelancers on 3 continents developing 3d characters derived from scan data for use in film, television, and games. Notable projects include all 3d scanning for the TV show, "Sleepy Hollow" on Fox. Clients included Tripwire Interactive, Smithsonian Museum, 20th Century Fox and HB Studios Canada.

Lead 3D Generalist at Logan Media LA (2011-2013)

Wide variety of Maya skillsets utilized including hard-surface and character modeling, animation, particle effects, destruction effects and matte painting cameras projection setup and fluid effects. Led a team of 6 artists on projects including Borderlands 2 live action commercial, Apple iPhone, Microsoft Server 2012, Microsoft Xbox and Nike Oblivion commercials.

Contract CG Supervisor | Applications Engineer | Project Manager (2000-2011)

Over a period 10 years I worked on dozens of long-term contracts in a supervisory position. Clients included visual effects and games companies producing 3d assets at TNG Visual Effects, Activision/Treyarch, Eyetronics and Troika Games. Applications Engineering contracts involved providing training and consulting through an Autodesk value-added reseller to companies such as Boeing, Lockheed-Martin, Raytheon and NASA. Film projects included "Where the Wild Things Are" and "Transporter 2" and game projects such as Vampire the Masquerade 2, Quantum of Solace and MLB The Show.

Art Director | CG Supervisor at Anivision (1998-2000)

Led a team of 6 artists producing content for early VR and AR concepts and real-time visualization applications.

Art Director at Traveller Information Services (1996-1998)

Directed all web design content for an internet service provider and global media content provider. Clients included the 1996 Democratic National Convention, Star Trek 30th Anniversary Webcast and the Paul McCartney Standing Stone Live Concert Webcast.

Multimedia Artist at Britt Communications (1994-1996)

Developed multimedia training and 3d modeling and animation for the US Army, Motorola and NASA

Videographer | CG Artist at WAAY-TV (1992-1994)

Developed graphics for primetime newscasts and worked as a videographer for Remax real-estate show.

Videographer Intern at Sea World Florida (1993)

Worked as an intern at Sea World's internal documentary department and filmed and produced a training video for park mascots which was used for over 10 years.

Education**Vancouver Film School**

Alias|Wavefront Poweranimator Certification (1996-1997)

University of Alabama in Huntsville / Mississippi State University

Fine Arts Major 1989 – 1992