

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

Visual FX Artist, Look Development Artist, Effects Animator, Effects Lead

Phone: (604) 767-4187

Citizenship: USA

Currently Located in Vancouver, BC, Canada

Demo reel: www.JeffWolverton.com

LinkedIn: linkedin.com/in/jeffwolverton

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Qualifications

Visual Effects Artist/FX lead with 15+ years experience on live action feature films, including six 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: 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. Leading an FX team.

Feature Film Experience

Digital Domain (Vancouver):

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):

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):

Maya Effects Technical Director on “*Jupiter Ascending*” creating alien tractor beam and destruction.

Look FX (Los Angeles):

Effects Artist on “*Noah*” creating large scale ocean surface & sea foam/ark interaction.

Digital Domain (Los Angeles):

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):

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 Effects Artist and visual development on “*Fantastic Four*”, “*X2: X-Men United*” and “*Daredevil*”, creating invisibility and force field effects, visual development of 'shadow world'.

Past Work Experience: Worked on several animated movies at Walt Disney Feature Animation and later DreamWorks Feature Animation.

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)

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