

SCOTT KIRVAN

Virtual Production • Visual Effects Supervision

Port Orchard, WA 98366 • 424.229.2386 • scott@skvfx.com

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ABOUT

- 5+ years "Production Staff" roles; On-set Supervisor, Technical Producer, Consultant;
- 9 years "In-Studio;" VFX, TD, Coder, Digital artist;
- 20+ years leadership experience; Supervisory & Management positions;
- Deep understanding of SFX, VFX, and animation techniques - optical & virtual methodologies;
- Strong communications skills and a passion for bridging technical and non-technical contexts;

I'm passionate about filmmaking and collaborating with creatives, and I specialize in using technology to tell stories and achieve a vision. I enjoy learning a new problem-space and serving as a liaison between teams and parties with varying, sometimes conflicting goals. I'm hands on, organized, enjoy being on-set, and thrive under pressure, especially when I'm troubleshooting and improvising creative solutions to on-the-spot problems. I pride myself on my artistic sensibilities and my ability to match looks on projects – whether matching a non-photoreal property or helping to invisibly integrate VFX elements into filmed imagery.

PROFESSIONAL EXPERIENCE

Freelance and Independent

- **Virtual Production; R&D** Port Orchard, WA, 2018-present
 - Unreal Engine 4 & 5; Focusing on image fidelity, Vive & vCam mocap, nDisplay; Pipeline integration with Houdini, Blender, Perforce, Cloud Compute, USD & Omniverse;
- **Independent Film; Actor & Promoter** Port Orchard, WA, 2016-present
 - Acting in speaking and extras roles (*Tilt & Rucker (the Trucker)*); Hosting filmmaker panels for the Port Orchard Film Festival; running promotions with the local art house.

Slaughter County Brewing Company, LLC

- **Managing Director** Port Orchard, WA, 2018-Present
- **Founder • CEO • Head Brewer** Port Orchard, WA, 2010-2018

Freelance and Consulting

- **On-Set; VFX Supervisor & Technical Adviser** Los Angeles, CA, 1999-2002
 - Previz, on-set, and post work on *Swordfish* (bullet-time explosion sequence and helicopter scenes); Supervision on *Jeepers Creepers* wing reveal scene, and shot supervision on *Soulkeeper* and *Freaky Links* (television);
- **VFX; Mentor & On-site Tech Support** Los Angeles, CA / Seattle, WA, 1999-2009
 - Scouting artists for studios from the SplutterFish/Brazil user-base and connecting parties with non-Brazil/Splutterfish solutions;
- **Studio; Technical Director & CG Artist** Los Angeles, CA, 1996-2008
 - Various responsibilities (light animation, effects animation, compositing, color & light, render wrangling) and consultation on film, game cinematic, and broadcast design projects at Warner Bros., Initia Pictures, MaxInk Cafe, Frantic Films, and Blur Studio.

Caustic Graphics, Inc.

Seattle, WA / San Francisco, CA, Oct 2008 - Jul 2009

AcquiHire • Business Development • Subject Matter Expert

- Served as liaison to A-list film and entertainment studios, architectural firms, and fortune 500 hardware and software vendors;
- Technical guidance and validation: Brazil rendering API and Caustic ray tracing hardware integration;
- SME in meetings with top-level studios and directors.

SplutterFish, LLC

Los Angeles, CA / Seattle, WA, Oct 2000 - Oct 2008

Founder • CEO • Developer

- Co-authored the globally recognized Brazil Rendering System;
- Developed business relationships and provided consultation to A-list studios, artists, architecture & design firms, hardware and software producers, and cloud rendering providers;
- Provided personal, on-site tech support and production assistance ("smokejumping") for key customers including: Industrial Light & Magic (Skywalker Ranch, Kerner Optical, and the Presidio), The Orphanage, Matte World Digital, Blur Studio, Max Ink Cafe, Inertia Pictures, Blizzard Entertainment, Frantic Films, Digital Domain, Microsoft Games, Autodesk.

Freelance and Consulting

- **Staff; Technical Producer** Los Angeles, CA, 1997-1999
 - Assisted MaxInk Cafe and Inertia Pictures with development project risk assessment and 3rd party bids, examining platform agnostic pipeline proposals and vetting cost analyses;
- **Creative; Actor & Writer** Los Angeles, CA, 1996-1998
 - Wrote a treatment for a film adaptation of Joe Haldeman's "Mindbridge" (never produced), and did some script doctoring on Only Hope (1998) (made the story more structurally Joseph Campbellian and saved the production weeks of work in not having to generate an additional 10 minutes of back-story). Also had a small part as an action-extra in the same film.

Blur Studio, Inc.

Venice Beach, CA, 1996 - 2000

Computer Graphics Specialist • Software Technical Director • FX Programmer

- Increased artist efficiency through the development of studio tools, technical and creative contributions, and helping automate the studio's workflow & pipeline.
- Occasionally provided on-set supervision for the facility and contributed substantially to the studio's stereoscopic and non-photoreal pipelines.
- Assisted with artist education, especially in communicating old-school techniques and math-centric methods and concepts;
- Represented the studio in meetings, contract negotiations, and software licensing agreements with Autodesk, Inc., successfully licensing several plug-in products; ILM's OpenEXR, RayFX (an integrated ray tracer that worked inside ADSK's scanline renderer), and multiple in-house 3DS Max plug-ins.

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.

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FILMOGRAPHY

- Actor, "Blain" - **TILT** - independent feature film directed by Jacob Hollis - Dirty Shirley Productions
- FX Programmer, stereoscopic 2D look-dev - **SPONGEBOB SQUAREPANTS 4-D** - Stereoscopic ride film directed by Yas Takata - Paramount Parks / Nickelodeon
- Technical Production Supervisor (pre-production, on-set, post) - **SWORDFISH** - feature film directed by Dominic Sena, VFX Supervisor Boyd Shermis - Warner Brothers
- Add'l VFX Supervisor (on-set), CG Supervisor - **JEEPERS CREEPERS** - feature film directed by Victor Salva, Add'l VFX Supervisor Todd Sheridan Perry - American Zoetrope
- VFX Supervisor (on-set) - **FREAKY LINKS** - TV Series - VFX Supervisor Todd Sheridan Perry - Fox Television / E=mc2
- Add'l VFX Supervisor (on-set) - **SOULKEEPER** - feature film directed by Darin Ferriola, VFX Supervisor Steven Blackmon - One-Tu-Three Productions
- Lighting TD, FX Programmer - **FOR THE CAUSE** - feature film directed by David & Tim Douglas, VFX Supervisor Tim Douglas - Grand Designs
- Digital Artist - **SPORTS CENTER** - ident-bumper - Sports Center/RazorFish
- Digital Artist - **WARRIORS OF MIGHT AND MAGIC** - video game cinematic - 3DO
- FX Programmer, Stereoscopic pipeline TD - **GUINNESS: RIDE THE RECORDS** - Stereoscopic IMAX ride film - Guinness World Records
- Lighting TD, Digital Artist - **GENERA** - short film directed by Nori Kaneko - unreleased - Inertia Pictures
- FX Programmer, Digital Artist - **SOUTH PARK: BIGGER LONGER, AND UNCUT** - feature film directed by Trey Parker - Comedy Partners
- FX Programmer - **DEEP RISING** - feature film directed by Stephen Sommers - Walt Disney Pictures
- FX Programmer, Look-dev TD - **1001 NIGHTS** - short film directed by Mike Smith, CGI Director/Creative Supervisor Nori Kaneko - Hyperion / BS24 Japan
- Add'l Writer, Actor "Soldier 3", Digital Artist - **ONLY HOPE** - short film directed by Joseph Francis, VFX Supervisor Todd Sheridan Perry - Max Ink Productions
- FX Programmer - **METEOR ATTACK** - stereoscopic ride film - Tobu Zoo, Tokyo
- FX Programmer - **CARNEVIL** - video game cinematic - Midway Games
- FX Programmer - **THE VISITOR** - TV series - Centropolis
- FX Programmer - **THE REAL ADVENTURES OF JONNY QUEST** - animated TV series - Hanna-Barbera