

Name: **John MacInnes**

Company Name: **MacInnes**

Personal Bio:

John is a writer, producer and director working exclusively with Epic Games's Unreal Engine since 2015, and recipient of two Epic Games Mega Grants. He first gained recognition as a screenwriter, writing CALL OF DUTY, ADVANCED John is a writer, producer and director working exclusively with Epic Games's Unreal Engine since 2015, and recipient of two Epic Games Mega Grants. He first gained recognition as a screenwriter, writing CALL OF DUTY, ADVANCED WARFARE, the biggest selling video game of 2014. He is the recipient of an Academy Nicholl Fellowship from the Academy of Motion Picture Arts and Sciences (the Oscars) for his script OUTSIDE THE WIRE which was subsequently picked up by Cinestar Pictures as a vehicle for Zoe Saldana (Guardians Of The Galaxy, Avatar, Star Trek) to star in and produce.

Company Profile:

John launched MACINNES STUDIOS in 2020, a virtual production studio creating hyper real virtual characters. His journey into all things virtual began with his experience working on CoD which lead to him create cutting edge and award-winning VR and AR.

Email: john@macinnesstudios.com

Social Media:

Instagram [@macinnesstudios](https://www.instagram.com/macinnesstudios) **Twitter** [@MacInnesStudios](https://twitter.com/MacInnesStudios) **Facebook** [@MacInnesStudios](https://www.facebook.com/MacInnesStudios)

Project Title: **Real-Time Shorts Challenge**

About the Submission:

30 real-time short films were produced in 30 days by filmmakers all around the world working remotely and virtually, using scene files and digital characters provided by MacInnes Studios.

MacInnes Studios

