

Scott Kilburn

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SUMMARY

Dynamic creative leader with experience that bridges the gap between practical and CG FX. As a pivotal team lead on national commercial campaigns and acclaimed blockbuster films including Academy Award-winners *Life of Pi* and Peter Jackson's *King Kong*, I bring years of leadership and artistry to every production. As a creative 3D CG technical director my specialties include digital sets, look development & lighting, compositing, and environmental FX. The following represents a selected overview of my credits from 2015 to present.

EXPERIENCE

Supervisor / Writer: Wild Pict Creative, Inc.

2024-2025: Writer and publisher of my fantasy novels

Marketed at various conventions including San Diego Comic Con and Los Angeles Comic Con

Created a book trailer using Unreal Engine

Various contract visual effects work for other companies

Lighting Department Supervisor: Encore VFX

2022-2023: Managed a team of lighters, oversaw tasking of projects, worked with VFX supervisors on methodology, standardized workflow, determined various pipeline and creative solutions, implemented efficiency and CG improvements, provided technical and creative notes, and mentored the team.

LIGHTING

2023: CG Supervisor – Mrs. Davis (TV, PowerHouse VFX)

2019-2023: Doom Patrol, His Dark Materials, Batwoman, Titans, Black Lightning (TV, Encore VFX)

2019: Agents of Shield (TV, Fuse FX)

2017: CG Supervisor (Toyota Camry commercial campaign, Mirada)

2015: Destiny: The Taken King (game cinematic, Prologue)

VIRTUAL SETS & ENVIRONMENTAL EFFECTS

2018: Get Shorty (TV, Barnstorm VFX)

2015: Gods of Egypt (feature, Comen VFX)

CHARACTER ANIMATION

2015: Falling Skies (TV, MastersFX), Hemlock Grove (TV, MastersFX)

THEMED ENTERTAINMENT

2017: Flight over Heilongjiang (Wanda Harbin Movie Park China, Pixomondo)

2016: Frozen Ever After (Walt Disney World, Disney Imagineering)

ADDITIONAL

- Lighting Instructor - Gnomon School of Visual Effects

TOOLS

- Maya, Houdini, Nuke, RenderMan, Unreal Engine 5, Shotgun/Shotgrid, Redshift, Vray, Photoshop, After Effects, Mantra, Arnold, Mari, etc. Mel and Python scripting, Linux OS, Windows OS, Mac OS

ORGANIZATIONS

- Television Academy Member
- Visual Effects Society Member

EDUCATION

- USC - Master of Science in Aerospace Engineering - emphasis in control systems
- USC - Bachelor of Science in Aerospace Engineering