

Jason Brown – VFX Professional Resume

Los Angeles, CA | (214) 732-7707 | jason.jbrown@gmail.com | jasonbrownvfx.com

About Me

Accomplished artist, supervisor, and filmmaker, with over 15 years of experience in layout, previsualization, and virtual production on Academy Award winning feature films. Demonstrated expertise in transforming storyboards, script pages, and collaborative conversations into polished 3D previsualization, working closely with award-winning directors and cinematographers. Proven track record of building, leading, and troubleshooting complex sequences and workflows. Adept in navigating the cinematic landscape and contributing to meaningful storytelling. Excels in fast-paced, collaborative environments. Notable Projects include: **AVATAR 2: the Way of Water, AVATAR 3: Fire and Ash, Alita: Battle Angel, Star Wars: The Last Jedi, Thor: Ragnarok, Dr. Strange, Looper**

Professional Experience

LightStorm Entertainment — *Sequence team Supervisor* April 2017 - 2025

- Lead and Supervised a team of vfx artists while working alongside Directors, Producers, Visual FX Supervisors and Editors in the creation of visually stunning, highly optimized scene files for virtual production of the AVATAR Sequel films
- Work closely with dev teams on two continents to create and envision an artist-focused, first-in-class proprietary virtual production and VFX pipeline workflows and tools for all phases of production.
- Keyframe animation, vfx, performance capture, puppeteering, virtual camera stage operation, editorial - to rapidly prototype ideas that bring the script to life.
- Guide sequences meticulously through each phase of production: from previsualization, performance capture, pre-animation, camera capture, live action simulcam, postvis and turnover to deliver polished scenes to WETA for finaling.

The Third Floor Inc — *Visualization/ VFX Artist and Supervisor* Jan 2013 - 2026

- Lead and Supervisor: Consulting with clients (usually Directors, Producers, Visual FX Supervisors and/or Editors) to create animated sequences that help in the planning stages of film production.
- Previs Artist: Create animated shots and complete sequences that address ideas about action, set design, lighting, pacing, editorial design, fx, vehicle and prop design, and budget of major motion pictures, commercials, live events, theme park attractions and more.
- Postvis Artist: Take shot footage from set and integrate cg elements with camera tracking and compositing software to fill in the frame, allowing filmmakers to make quick decisions about their shots. Both aspects of visualization provide a proving ground for ideas before sending it to the VFX vendors to do their final renders.

EverGreen Studios — *Sr. VFX Artist* 2014 -2015

- Worked with a small team in creating VFX assets, animation and pipelines to support the development of virtual production software

ReelFxAnimation — *Lighting/ Compositing Artist and Render Wrangler* 2010 -2011

- Leveraged proprietary Maya tools to light scenes and shots for CG animated films, live events and commercials with Renderman and composited in native and post stereoscopic 3D with Nuke based on Art departments concepts and visuals

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NOTABLE SKILLS

Maya, Nuke, Adobe AfterEffects, Photoshop, ComfyUI, UnrealEngine, Unity, Animation, Lighting, Compositing, Visualization, Virtual Production, Modeling, Texturing

Education

Ringling College of Art and Design, — *BFA Computer Animation* 2005 - 2009

Academy of Art University 2004

Portfolio and Demo reels can be accessed on my website, and reference contacts can be produced upon request