

DOUG HOGAN

C R E A T I V E T E C H N O L O G I S T | V F X S U P E R V I S O R
C O M P O S I T O R | D I G I T A L A R T I S T | I N S T R U C T O R

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🏠 Dallas, TX

Creative Technologist, Compositor, and VFX Supervisor with over 20 years of experience in Feature Animation, Live-Action, Theme Parks, and Advertising. Expert in CG, VFX, Virtual Production, Motion Capture, Unreal Engine, Lighting, Real-time Rendering, Blueprint Scripting, Teaching, Compositing, AI/ML, as well as Pipeline and Android App development. I'm skilled in leading teams, creating software tools, mentoring artists, instruction, and integrating advanced technologies to deliver high-quality content. My passion and work ethic have led to my teaching work and includes authoring Nuke courses at fxPHD, educating students at Texas A&M, and sharing industry knowledge through my VFXTalk community. I possess a unique and versatile skill set that spans multiple areas of expertise.

SHOWREELS & SKILLS

CG Animation Showreel:

<https://youtube.com/watch?v=Vb9o0kJ026Y>

Live Action Showreel:

https://youtube.com/watch?v=AZF2rf_4Pk

Software:

Nuke, Unreal Engine, Katana, Maya, Blender, Adobe After Effects, Houdini, Substance Painter, ZBrush, Shotgun, Renderman, Arnold, Mantra, ComfyUI

Coding Languages:

Python, Kotlin, Java, Agentic Natural Language

Technical Skills:

VFX, CGI, Motion Capture, Real-time Rendering, Virtual Production, Blueprint Scripting, Virtual Camera Operation, Generative AI, LLMs, Creative Technology, CG Lighting and Rendering, Pipeline Development, VR, AR, Stereoscopic Workflows, Datasets, LoRA, Gaussian Splats

Artistic Skills:

Drawing, Illustration, Painting, Model Building

Other:

Team Leadership, Project Management, Creative Thinking, Mentorship, Documentation, Training, Secured Cloud-based Delivery, Remote Studio Work

PROFESSIONAL EXPERIENCE

Creative Technologist / VFX Supervisor

Cheil North America - (07/2021 - 10/2024)

- Promoted from VFX Supervisor to Creative Technologist, focusing on AI and innovation in GenAI as well as Virtual Production workflows using Unreal Engine.
- Served as a bridge between advanced research projects and creative teams, including CG, AR/VR, Experiential, Solutions, and Video.
- Developed a real-time motion capture and green screen stage for a weekly live commerce show (LVC). This involved physical camera tracking, real-time compositing of live footage with background elements using Unreal Engine 5, and implementing a real-time custom metahuman with full body and facial motion capture for live interaction with the hosts.
- Constructed a live video wall for a commercial shoot involving driving scenes that played back stock city plates which were rendered in Unreal Engine.
- Collaborated with the Head of Technology and Group Creative Director to enhance offerings and push digital boundaries.
- As VFX Supervisor I led and expanded their CG team, overseeing creative operations under the GCD.
- Spearheaded projects using Motion Capture and Virtual Production techniques.
- Developed CG assets and coded pipeline tools for both modern and traditional workflows.

Guest Lecturer

Texas A&M - (08/2024 - present)

- Provided key assistance in designing and teaching the course “VIZ 472 - Digital Compositing w/ Nuke”.
- I co-authored the syllabus, designed four student projects, and provided the CG demonstration materials.
- I wrote testing materials and class lectures to cover various knowledge of Digital Compositing in Nuke.

Nuke Instructor

fxPHD - (08/2024 - present)

- Designed an online tutorial series called “The Nuke Unfiltered Series” for their online training.
- Produced a total of 10 different courses, covering over 50 hours of content, covering various topics of compositing inside The Foundry’s Nuke compositing software suite. Currently in production.

Compositing & Matte Painting Supervisor

Reel FX - (02/2016 - 07/2021)

- Led two specialized teams in Matte Painting and Compositing under the supervision of the VFX Supervisor, collaborating closely with Lighting Supervisors.
- Contributed to the development of the Nuke toolset for the feature pipeline, enhancing Compositing tools and documenting both Compositing techniques and Matte Painting workflows.
- Executed advanced compositing operations, including color correction, 3D compositions, complex rotoscoping, and specialized effects to establish the project's visual style.
- Ensured high-quality visual delivery and seamless integration of elements across the project, meeting rigorous production standards.

Lead Lighter and Compositor

Reel FX - (12/2009 - 02/2016)

- Created and fine-tuned lighting for use in the production of live-action and fully CG projects.
- Worked under the supervision of the VFX Supervisor and in partnership with Lighting Supervisors.
- Responsible for leading a team of artists in both lighting and compositing disciplines.

Nuke Compositing Instructor

Pluralsight - (05/2013 - 06/2017)

- Developed and taught advanced courses focusing on CG Lighting and Compositing.
- Worked with content producers to create educational materials for aspiring VFX artists.

Freelance Compositor (Remote)

Various Studios

2016 - present

- Moonlighting as a Lighting and Compositing artist for clients and brands that include:
 - **Disney**
 - **Oakley Sunglasses**
 - **Samsung**
 - **Marvel**
 - **Amazon**
 - **Netflix**
 - **Warner Bros. Animation**
 - **Mikros Animation**
 - **Tao Films**
 - **Riot Games**
 - **Universal Studios**
 - **Paramount Studios**
 - **Microsoft**
 - **Ford**
 - **Intel**
 - **Sony Playstation**
 - **Brazen Animation**
 - **Gracie Films (Simpsons)**
 - **GM**
 - **Shinola**
 - **Ford Motors**
 - **Mitsubishi**

Lead Composer

SPEEDSHAPE

04/2007 - 12/2009

- Collaborated closely with high-profile clients and brands.
- Established a robust pipeline of compositing standards at the studio alongside fellow Lead Artists, enhancing overall production quality.

CERTIFICATIONS & ACHIEVEMENTS

- **Artificial Intelligence Fundamentals Certification (IBM)**
 - Demonstrated knowledge of AI concepts, ethics, and applications.
 - Built and ran an AI model using IBM Watson Studio.
- **Applied Generative AI for Digital Transformation Certification (MIT)**
 - Acquired advanced knowledge in applying generative AI to drive digital transformation in various industries.
 - Explored the practical implementation of AI models to automate processes, enhance decision-making, and create innovative solutions.
 - Developed skills in leveraging generative AI technologies to improve business operations and customer experiences.
 - Gained expertise in the ethical considerations and best practices for deploying AI in real-world scenarios.
- **Founder - VFXTalk Discord**
 - Relaunched a VFX community as a free Discord to help visual effects artists build connections, provide mental health outlets, and develop new skills during a challenging time in the industry.
- **Board Member - VFX & Generative AI Advisor (Accelerator Media)**
 - Advise on VFX and Generative AI for STEM Pathways projects.
 - Collaborate with a team of experts to develop engaging and educational content.
 - Leverage industry connections to build teams of freelance developers, designers, and artists.
 - Provide strategic guidance on using VFX and AI to enhance creativity while maintaining artistic integrity and ethicality.
- Contributed to the team that won the 2012 VES Award for Outstanding Visual Effects in a Special Venue Project with "Despicable Me: Minion Mayhem."
- Developed a state-of-the-art inertial suit-based motion capture studio, enhancing virtual production and facial capture capabilities for an in-house metahuman initiative.
- Served as a Ride Media Installation Expert at Universal Studios in Osaka, Japan, overseeing critical technical deployments.
- Played a key role in earning the "Best Branded VR Experience" at the 2016 Lumiere Awards for the VR tour "Shinola | Luke Wilson Gives a 360 VR Tour of Shinola's Detroit Factory."
- Built and deployed a series of air-gapped machines and AWS deployment instances of a custom LLM I created named "Ox", running multiple fine-tuned models and powered with a RAG dataset knowledgebase that I personally curated. To create these datasets I also coded a series of python based scrapping tools and AI assisted cleaning algorithms to speed up the dataset creation workflow. Extremely useful for studio documentation, brainstorming, copywriting, meeting notes, GenAI image creation, voice cloning, etc.

EDUCATION

Savannah College of Art and Design

B.F.A in Visual Effects & Film and Television

- Completed a four year program in under three years.
- Gained practical experience working freelance on various independent feature film projects, encompassing both short and long-form content.
- Dedicated time outside of class to develop hands-on skills and contribute to multiple film projects, enhancing industry knowledge and expertise.

CREDITS (TO DATE)

Oakley Sunglasses - Patrick Mahomes

On-set VFX Supervisor

"Thelma the Unicorn"

Lead Compositing Artist (Remote)

"Space Jam 2"

Compositing Artist

"Meeps!"

Lighting and Compositing Artist

"Rumble"

Compositing & Matte Painting Supervisor

"SCOOB!"

Compositing & Matte Painting Supervisor

"Uglydolls"

Compositing & Matte Painting Supervisor, Supplemental Art Director

"Crazy Alien"

Senior Compositing Artist (Remote)

Lego Ninjago Commercials

Lighter and Composer

"Shinola Studio 360 Tour"

VR Compositing Supervisor

"GM 360"

VR Composer

Transformers - The Ride

Universal Hollywood: Compositing Supervisor, Technical Ride Media Support

The Simpsons Ride (Universal Hollywood)

Compositing Supervisor, Technical Ride Media Support

"Rock Dog"

Lead Composer / Lighter

"Book of Life"

Lead Composer / Lighter / Continuity Supervisor

"Free Birds"

Lead Composer / Lighter / Matte Painting TD

Despicable Me - Minion Mayhem (Osaka, Shanghai, Orlando, Hollywood)

Lighter / Composer Supervisor, Technical Ride Media Support

"As Cool As I Am"

Composer

"Ice Age - A Mammoth Christmas"

Lighter / Composer

"Bernie"

Composer

Katy Perry "Firework"

Lead Composer

Looney Tunes Shortz 3D

Lighter / Composer

"G-Force"

Stereoscopic Rotoscoping Artist

"Dinosaurs 3D"

Giants of Patagonia: Composer