

OLIVER HILBERT

VFX TRAINER

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BIOGRAPHY

Professionally I see myself as a knowledgeable Computer Graphics Artist and Lecturer with over 15 years of industry related experience. My focus is to provide a high standard of education and create award winning film and visualisations. My aim is to continue to work on projects that push the capability and direction of 3d content creation and visual effects.

I am passionate about learning modern visual effects and film making workflows and methodologies. I feel this empowers me as an artist and will enable me to create greater experiences and improve my knowledge of digital cinema and the digital medium.

EXPERIENCE

VFX Trainer | Double Negative Visual Effects (January 2017 – Present)

My role entails new employee training, training development and workflow / pipeline documentation. Additionally assist in show specific training needs, Management of internal usergroups, Greenlight training programme and facilitate artist progression through training.

CG Lecturer | Media Design School (July 2009 – December 2016)

My role included development, delivery and revision of curriculum for the 2nd and 3rd year in the Bachelor of Arts and Design degree. I was heavily involved in film production classes providing direction, supervision, renderfarm and shotgun studio management. When lecturing, I primarily handled topics such as pipeline, vfx photography, advanced lighting and render technologies, node based compositing, matchmoving, simulation and colour grading.

Other tasks included R&D into new techniques and industry, student management and assessment, moderation of assessment, and course liaison for the second year of the degree.

Cinematics Artist | Midway Studios (Jan 2007 – July 2009)

My role included previsualisation, animatic and cutscene creation, general game camera overview and creation, assisting cinematic motion shoots and motion capture acting. Postprocess effects development, shader optimizations, realtime lighting and colour grading, promotional material creation and general Autodesk Maya specialist for the art department.

CG Lecturer | Lifeway College (Jan 2006 – Jan 2007)

My role was to take students through intensive CG training in the first year as part of a two year course. Other tasks included R&D into new techniques and industries, creating learning material, student management and course grading, course liaison, promotional work creation and "master classes" for Year 2 students in the fields of lighting, compositing, and advanced rendering techniques.

Photo Artist | Photopages (July 2003 – Dec 2003)

Restoration and enhancement of images, color correction, coloring b&w images, image rebuilding and painting. In addition I also performed R&D on new software, pipeline and techniques.

Web Designer | Microdot (2003)

Designing, editing and maintenance of client websites. Html and flash based work, 3D based flash content and optimization.

Scanner Operator | Microdot (2002 2003)

Duties involved scanning original photography and artwork using large format flatbed and drum scanning, profiling color calibration, cleaning scans and original media, color correction for the print medium and color proofing.

QUALIFICATIONS

Bachelor of Art and Design | Media Design School (Oct 2015 to May 2016)

Level 7 Bachelor's Degree CapableNZ program monitored for recognition of Prior Learning and Experience.

2yr Advanced 3D Animation Course Lifeway College (Jan 2004 to Dec 2005)

Level 7 Graduate Diploma Passed both years with distinction. (95% or higher on all assessments submitted)

National Certificate in Multimedia – Carich Training (Jan 2001 to Dec 2001)

Level 4 Diploma Passed with distinction. (Grade A on all assessments submitted)

Diploma in Audio Engineering – SAE Auckland (Jan 1999 to Oct 1999)

PRODUCTIONS

DNEG Visual Effects | Vancouver

The following films are those notably supported the training department during my employment. It is by no means a comprehensive list of the projects done within the studio.

Dune (In Production)	Venom (2018)
Ghostbusters: AfterLife (In Production)	Alpha (2018)
Wonder Woman 1984 (In Production)	The Meg (2018)
Greyhound (In Production)	AntMan and the Wasp (2018)
The New Mutants (In Production)	Deadpool 2 (2018)
Togo (2019)	Pacific Rim Uprising (2018)
The King (2019)	Black Panther (2018)
Hobbs & Shaw (2019)	Hostiles (2017)
Men in Black: International (2019)	Bladeruuner 2049 (2017)
Godzilla: King Of Monsters (2019)	Dunkirk (2017)
Rim Of the World (2019)	The Mummy (2017)
Alita: Battle Angel (2019)	Wonder Woman (2017)
The Kid Who Would Be King (2019)	The Fate of Furious (2017)
First Man (2018)	Life (2017)
Bad Times at the El Royale (2018)	

Media Design School | New Zealand

The following films are these I was involved in during my time at Media Design School.

Possum (2016)	- CG Supervision, Pipeline TD
Kittenwitch (2016)	- Cinematographer, CG Supervision, Colourist
The Dragon's Scale (2015)	- Cinematographer, CG Supervision, Colourist
Accidents, Blunders and Calamities (2015)	- Cinematographer, CG Supervision, Colourist
Escargore(2015)	- Director, CG Supervision, Colourist
Over The Moon (2013)	- CG Supervision, Colorist, Onset Sound
Shelved (2012)	- CG Supervision, Colorist
The Deadliest Game (2012)	- CG Supervision, Colorist
Cocked Up (2011)	- Director, CG Supervision, Colourist, Sound
Rotting Hill (2011)	- CG Supervision, Colorist
First Contact (2010)	- CG Supervision, Onset Sound, Colorist
Das Tub (2010)	- CG Supervision, Onset Sound, Colorist
Time for Change (2010)	- CG Supervision, Colorist
Slightly Fishy (2009)	- CG Supervision
Experiment 404 (2009)	- CG Supervision

Other Productions

Various other productions I had the pleasure of contributing too.

State of Mind Black Raven (2014)	VFX Supervision, FX TD
StateOf Mind Parasomnia (2011)	CG/VFX Supervision
Wheelman (2009)	Cinematics Artist, Lighting. Look Development.

PUBLICATIONS

EDUCATIONAL ESCARGORE: Visual Effects Education Practices at Media Design School (2015)

Education Symposium
Siggraph Asia, Kobe

VFX Education and Production by Media Design School(2015)

4th International Congress Of Multimedia Bogota
Columbia

Over the Moon" About VFX: Industry Level Production in the Educational Space (2014)

Computer Animation Festival Production Sessions Siggraph Asia
Shenzhen, China

PROGRAM SKILLS

My Software knowledge is extensive and with me being task centric, not tool centric. The programs I am regularly working with currently include (but not limited to):

Operating Systems

Windows, Linux, Mac Osx

Applications

Adobe Suite, Affinity Suite, Autodesk Maya, Sidefx Houdini, The Foundry Nuke Suite, Isotropix Clarisse, Lightroom, Camtasia, Resolve, Tweak RV

Renderers

Clarisse, Mantra, Redshift, Pixar's Renderman

PROGRAM SKILLS

Referrals Available on Request