

# OLIVER HILBERT

## VFX TRAINING SPECIALIST

Vancouver, BC  
Canada  
Ph +1 77839 1860

revilodesigns@gmail.com  
www.revilovfx.com

### BIOGRAPHY

As a skilled Computer Graphics Artist and Lecturer, I bring over 20 years of industry experience to the table. My focus is on delivering top-notch education and driving the creation of award-winning films and visualizations. My ultimate goal is to work on projects that push the boundaries of 3D content creation and visual effects, and continuously strive to elevate the field to new heights.

My passion lies in constantly learning and mastering the latest visual effects and film making workflows and methodologies. This enables me to provide an enriched learning experience and expand my knowledge of digital cinema and the digital medium.

### EXPERIENCE

#### Head Of Training - North America | DNEG ( May 2021 – Present )

As a manager, my responsibilities involve supervising a team that oversees and provides support for VFX training in DNEG's VFX division. My focus is primarily on the LA, Vancouver, Toronto, and Montreal studio locations.

#### VFX Trainer | DNEG ( January 2017 – April 2021 )

My role entails new employee training, training development and workflow / pipeline documentation. I support show specific training needs, Management of internal usergroups and masterclasses, Graduate training programmes and facilitate artist progression through upskilling and cross skilling training needs.

#### 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 rendering 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.

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

### Media Design School | New Zealand

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

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

### Other Productions

Various other productions I had the pleasure of contributing too.

Project	Role
<i>State of Mind Black Raven (2014)</i>	VFX Supervision, FX TD
<i>StateOf Mind Parasomnia (2011)</i>	CG/VFX Supervision
<i>Wheelman (2009)</i>	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 Am able to adopt the best tool for the task quickly. 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, Unreal Engine, The Foundry Nuke, Isotropix Clarisse, Lightroom, Camtasia, Resolve, Tweak RV

### Renderers

Clarisse, Mantra, Redshift, Renderman, Vray

## REFFERALS

Referrals Available on Request