

# OLIVER HILBERT

## VFX TRAINING SPECIALIST

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### 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 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, and sharing that knowledge. This enables me to provide an enriched learning experience and expand my knowledge of digital cinema

### EXPERIENCE

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

As an HoD, 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 entailed 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>Dune: Part 2 (2024)</i>	<i>Godzilla: King Of Monsters (2019)</i>
<i>NYAD (2024)</i>	<i>Alita: Battle Angel (2019)</i>
<i>Oppenheimer (2023)</i>	<i>The Kid Who Would Be King (2019)</i>
<i>The Last Of Us (2023)</i>	<i>First Man (2018)</i>
<i>Haunted Mansion (2023)</i>	<i>Bad Times at the El Royale (2018)</i>
<i>Shazam! Fury Of The Gods (2023)</i>	<i>Venom (2018)</i>
<i>Sumberland (2022)</i>	<i>Alpha (2018)</i>
<i>Bullet Train (2022)</i>	<i>The Meg (2018)</i>
<i>Uncharted (2022)</i>	<i>AntMan and the Wasp (2018)</i>
<i>Venom: Let there be Carnage (2021)</i>	<i>Deadpool 2 (2018)</i>
<i>Dune (2021)</i>	<i>Pacific Rim Uprising (2018)</i>
<i>Ghostbusters: AfterLife (2021)</i>	<i>Black Panther (2018)</i>
<i>Wonder Woman 1984 (2020)</i>	<i>Hostiles (2017)</i>
<i>Greyhound (2020)</i>	<i>Bladerunner 2049 (2017)</i>
<i>The New Mutants (2020)</i>	<i>Dunkirk (2017)</i>
<i>Togo (2019)</i>	<i>The Mummy (2017)</i>
<i>The King (2019)</i>	<i>Wonder Woman (2017)</i>
<i>Hobbs &amp; Shaw (2019)</i>	<i>The Fate of Furious (2017)</i>
<i>Men in Black: International (2019)</i>	<i>Life (2017)</i>

Media Design School | New Zealand

During my time at Media Design School, I performed the listed role in the following film productions

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, Coloristv
<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

Other productions I had the pleasure of contributing too.

Project	Role
<i>Godslap (2022)</i>	FX Artist
<i>Bucketheads: Ground Zero - Prologue (2021)</i>	FX Artist
<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, however the programs I am regularly working with currently include:

Applications

Adobe Suite, Affinity Suite, Autodesk Maya, Sidefx Houdini, Unreal Engine, The Foundry Suite, ComfyUI, Resolve

Renderers

Mantra, Karma, Renderman

Operating Systems

Windows, Linux, Mac

REFFERALS

Referrals Available on Request

## ACCOLADES

The following page is a record of all festival awards and acceptances for the productions I have had the pleasure of being involved with. I would like to note film making is very much as teamsport- and do not claim these awards as my own- but as just a single contributor in teams of very talented artists.

### **DNEG - NYAD**

*Outstanding Supporting Visual Effects in a Photoreal Feature - VES Award (2024)*

### **DNEG - Oppenheimer**

*Best Visual Effects - Critics Choice Awards (2023)*

### **DNEG - The Last Of Us**

*Outstanding Visual Effects in a Photoreal Episode - VES Award (2024)*

*Outstanding Created Environment - VES Award (2024)*

*Outstanding Special Visual Effects In A Season Or A Movie - Emmy Award (2023)*

### **DNEG - Dune**

*Best VFX - Academy Awards (2022)*

*Best Special Visual Effects - BAFTA (2022)*

*Outstanding Visual Effects in a Photoreal Feature - VES Awards (2022)*

*Outstanding Effects Simulations in a Photoreal Feature - VES Awards (2022)*

*Outstanding Compositing & Lighting In a Feature - VES Awards (2022)*

*Outstanding Model in a Photoreal or Animated Project - VES Awards (2022)*

*Best Visual Effects - Critics Choice Awards (2022)*

### **DNEG - First Man**

*Best VFX - Academy Awards (2019)*

*Outstanding Supporting Visual Effects in a Photoreal Feature - VES Awards (2019)*

### **DNEG - BladeRunner 2049**

*Best VFX - Academy Awards (2018)*

*Best Special Visual Effects - BAFTA (2018)*

*Outstanding Created Environment in a Photoreal Feature - VES Awards (2018)*

### **DNEG - Dunkirk**

*Outstanding Supporting Visual Effects in a Photoreal Feature - VES Awards (2018)*

### **Media Design School - Kitten Witch**

*Accepted into 1 International Film Festival to date*

### **Media Design School - The Dragon's Scale**

*Accepted into 9 International Film Festivals to date with the following awards received:*

*Best Cinematography, Best Short, Best Fantastic - TIFF Festival (2016)*

### **Media Design School - Accidents, Blunders and Calamities**

*Accepted into 76 International Film Festivals with the following awards received:*

*Best Film Finalist, Best Director, Best Editor, Audience Award - Show me Shorts (2016)*

*Best Animation - BCN Sports Film Festival (2016)*

*Audience Award - Stuttgart International Festival of Animated Film (2016)*

*Best Animation - Comic Con (2016)*

*Electronic Theater - Siggraph (2016)*

*Jury Prize - Siggraph Asia (2016)*

*Honorary Mention - Prix Ars Electronica (2016)*

*Best Animation - Roma Creative Contest (2016)*

*Best Film Finalist, Best Director, Best Editor, Audience Award - Show me Shorts (2015)*

*Best Animation - BCN Sports Film Festival (2015)*

*Audience Award - Stuttgart International Festival of Animated Film (2015)*

*Best Animation - Comic Con (2015)*

### **Media Design School - Escargore**

*Accepted into 41 International Film Festivals with the following awards received:*

*Best Animated Film - Idaho Horror Film Festival (2015)*

*Best Film - Geek Short Film Fest (2015)*

*Animago - Best Character (2015)*

### **Media Design School - Over The Moon**

*Accepted into 25 International Film Festivals with the following awards received:*

*Le Prix « Coup de cœur » n°1 - Courts des Iles (2015)*

*Finalist - Plymouth Film Festival (2015)*

*Runner Up - CG Student Awards (2015)*

*Finalist - New Zealand Film Festival (2014)*

*Audience Award - Roseville Film and Animation Festival (2014)*

*Finalist - NZ Film Awards (2014)*

*Jury Prize - Siggraph Asia (2014)*

### **Media Design School - Shelved**

*Accepted into 31 International Film Festivals with the following awards received:*

*1st Place Animation, Best Director, Best Animated Char - LA Movie Awards (2013)*

*Best Animated Short - NY Int Film Fest (2013)*

*Online Audience Award - Palm Springs Shorts Fest (2013)*

*Best Animated Short Film - NY Shorts Fest (2013)*

### **Media Design School - Dr Grordbort Presents: The Deadliest Game**

*Accepted into 26 International Film Festivals with the following awards received:*

*4 Awards – LA Movie Awards (2013)*

*Honourable Mention - Boston Sci-Fi Festival (2012)*

*Semi Finalist - Youtube Film Festival (2012)*

*Gold - The Best Awards NZ (2012)*

*Finalist - Animago (2012)*

*Finalist - NZ Film Awards (2012)*

### **Media Design School - Cocked Up**

*Accepted into 4 International Film Festivals with the following awards received:*

*Honourable Mention - Unishorts (2011)*

*Honourable Mention - Taipei International Film Festival (2011)*

### **Media Design School - Rotting Hill**

*Accepted into 23 International Film Festivals with the following awards received:*

*Following International wins Best Film, Best Director, Best Production Design, Best Supporting Actor, Best Special Effects - LA Movie Awards (2011)*

### **Media Design School - First Contact**

*Accepted into 15 International Film Festivals with the following awards received:*

*Best Auckland Animation – Hamburg Animation Award (2011)*

*Best Technical Contribution - ATFAs (NZ Film and TV Awards) (2011)*

### **Media Design School - Das Tub**

*Accepted into 29 International Film Festivals with the following awards received:*

*Finalist Student Category VES Awards (2011)*

*International Finalist Aspen Shortsfest (2011)*

*Best Director Honolulu Film awards (2011)*

*Best Short Short – Aspen Shortsfest (2011)*

*International Award of Excellence - LA Movie Awards (2011)*

*Nomination Audience award – Hamburg Animation Awards (2011)*

*Best Technical Contribution - ATFAs (NZ Film and TV Awards) (2011)*

### **Media Design School - Time For Change**

*Accepted into 22 International Film Festivals with the following awards received:*

*Finalist Student Category VES Awards*

*Finalist Athens International Film Fest*

*Gold Kahuna Award – Honolulu Film Awards*

*Best Story – Los Angeles International Underground Film Festival*

*Best Anim Visuals, Best Anim – Los Angeles International Underground Film Fest (2011)*

*Best Animation – Talking Pictures Festival*

*Animation: Best Anim, Best Director, Best Characters, Best screenplay - LA Movie Awards*

*Gold for 3D Animation – The Crowbar Awards (2011)*

*Finalist (Best Young Production) - Animago Award (2010)*