

Adam Benson

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Objective

Adam Benson is a CG Supervisor and Technical Director working in film and television creating award-winning visual effects for the world. He has worked as an advanced CG Generalist and Compositor, and has had high level professional experience in nearly all aspects of film and television production.

Experience

Marvel Studios

CG Supervisor
1/24/22 to 4/30/24

Unannounced

CG Supervisor
CG Supervisor, TD, Modeler, Look Dev Artist

CoSA VFX

CG Supervisor
7/10/20 to 1/26/22

Resident Alien Seasons 1 & 2

CG Supervisor
CG Supervisor

Night Sky

CG Supervisor
CG Supervisor

Helstrom

CG Supervisor
CG Supervision

Aaron Sims Creative

Technical Director, Pipeline Supervisor
9/9/16 to 4/29/20

Technical Director, Pipeline Supervisor

Technical Director, Pipeline Supervisor
TD, Pipeline, Python

Stranger Things

Technical Director, CG Supervisor
Maya, NukeX, NukeStudio, Shotgun, Python, Photoshop, YML, Mari, PyQt, QT Designer

The Mist

Technical Director, CG Supervisor
Maya, Python, Shotgun, NukeX

Midnight Texas

Technical Director, CG Supervisor
Maya, Vray, FumeFX, NukeX, Shotgun, Python

The Third Floor

Crowd Sim & Character TD
7/11/16 to 9/2/16

Kid Robot

Crowd Sim & Character TD
Maya, Golaem, Python, Mel, PyQt

TD

TD
TD, Maya, Golaem Crowd, Python

Thor: Ragnarok

Compositor, VFX Artist
Maya, AfterEffects

Nehza

Technical Director, VFX Artist
Maya, Python

Gradient FX

Nuke Compositor
3/17/16 to 6/30/16

The Last Ship

Nuke Compositor
Nuke, Linux

Fear the Walking Dead

Nuke Compositor
Nuke, Linux

Stranger Things

Nuke Compositor
Nuke, Linux

Masters FX

CG Supervisor
8/17/15 to 1/29/16

The Belko Experiment

CG Supervisor
CG Supervisor, Maya, Nuke, Python, Pipeline Tools, Artist Management

Pipeline Developer

Pipeline Developer
Python, Shotgun, Pipeline

Prologue Films

Cloth TD
7/15/15 to 7/31/15

Destiny

Cloth TD
Maya, Cloth TD

TD

Cloth Sim Artist
Python, nCloth

Millenium Films / World Wide FX

Sr. Nuke Compositor
5/31/14 to 6/20/14

The Expendables 3

Sr. Nuke Compositor
Nuke Compositor, Maya Generalist, Lighting, Animation, Camera Match-Move.

Programming Languages

- MEL Script
- ASP
- ColdFusion
- Javascript
- MAX Script
- Python
- SQL
- ActionScript
- AJAX
- PHP
- Un poco espanol
- VBScript

Education

University Of Advancing Technology
Bachelors of Arts in Multimedia Visual Effects
Cum Laude - 2005

Oklahoma City Community College
Associates of Science in Multimedia
2002

Interests and Tips

Apart from his passion for Visual Effects, 3D Animation and Compositing, Adam spends much of his time writing books and screenplays, writing and performing music, doing photography, and creating his own works of art. He is an avid bird watcher, and gardener, as well as a top grill chef and Big Green Egg enthusiast. He also loves reading, science, hiking/backpacking and long distance bicycling.