

Adam Benson

VFX/CG/Comp Supervisor

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VFX Mad Scientist, Creator of the Impossible, Lover of Obscure Instruments.

VFX/CG/Comp Supervisor, Technical Director and Pipeline Developer specializing in Characters and Creatures for Film, Animation and Episodic Television. Experience includes Show Supervision, Character Rigging, Animation and Tool Development. A true Generalist: I've worked in nearly every aspect of production from Modeling, Texturing, Rigging and Animation to Crowd Simulations, Dynamics and Cloth Simulations, Hair, Fur and Muscle Systems, Toon Shading and Compositing.

My diverse experience has included work for full CG animation, photo-realistic, stylized and toon shaded productions, as well as live and pre-recorded motion capture for films, games, and VR experiences. I have also worked on photo-real CG VFX for both film, episodic TV, and commercials.

Experience:

Rouge Mocap

CG Supervisor, Pipeline Supervisor

12 Nov 2024 to 12 Nov 2025

- Supervising the creation of both pre-rendered and real-time in-game cinematics, ensuring high visual fidelity and narrative impact across multiple AAA titles.
- Leading a cross-functional team of artists—ranging from layout and FX to lookdev and animation—with the team scaling toward 50 artists by summer.
- Overseeing cinematic production pipelines with a focus on motion capture integration, real-time rendering, and automated asset throughput.
- Designing and developing custom pipeline tools for DCC apps and Unreal Engine, including systems for version control, asset tracking, and workflow automation.
- Collaborating closely with cinematic directors, producers, and narrative teams to align creative intent with technical execution.
- Contributing hands-on in layout, FX, modeling, and look development as needed, while prioritizing high-level supervision and direction.
- Utilizing Python, YAML, and JSON in the development of scalable pipeline solutions, with FTrack as the core of production tracking and task management.

Unannounced AAA Game
Cinematics
Playstation, PC

Marvel Studios

CG Supervisor

24 Jan 2022 to 26 Jan 2024

- Managed a diverse team including modelers, lookdev artists, riggers, animators, pre-vis, and design artists, orchestrating the seamless collaboration of different specialties.
- Maintained and enhanced vendor relationships, working closely with them to achieve the desired visual aesthetics for the show.
- Contributed hands-on to compositing, character rigging, crowd simulations, and FX work, showcasing multifaceted technical skills.
- Stepped in for modeling and look development on characters and props as required, demonstrating adaptability and a broad skill set.
- Oversaw bidding processes for various CG department tasks, ensuring cost-effective and efficient resource allocation.
- Developed and managed artist schedules, guaranteeing timely completion of tasks and adherence to project timelines.

Eyes of Wakanda
Disney+
Season(s) 1

CoSA VFX

CG Supervisor

10 Apr 2020 to 26 Jan 2022

- Served as CG Supervisor on multiple high-profile projects, including "Unbearable Weight of Massive Talent," "Night Sky," "Helstrom," and "Resident Alien," showcasing leadership in managing diverse visual effects teams.
- Led and coordinated teams consisting of modelers, look dev artists, camera trackers, layout artists, riggers, character animators, FX artists, set designers, and lighting/rendering artists, ensuring efficient and creative workflow.
- Played a key role in designing and overseeing complex visual effects, including body doubles, head replacements, fire elements, smoke, snow, and water effects, enhancing the visual storytelling of each project.
- Managed bidding, scheduling, and quality control for all CG aspects, ensuring project deliverables met client standards and deadlines.
- Developed and implemented innovative FX solutions, contributing significantly to the visual impact and success of each series and film.

Resident Alien
SyFy
Season(s) 1 & 2

Night Sky
Amazon Prime
Season(s) 1

Unbearable Weight of Massive Talent
Lions Gate

Helstrom
Hulu, Marvel
Season(s) 1

Aaron Sims Creative

VFX Supervisor, Technical Director, CG Supervisor, Technical Director

12 Sep 2016 to 31 Oct 2018

- Spearheaded CG Supervision across multiple high-profile projects, ensuring excellence in visual quality and project execution.
- Developed and implemented advanced rigging and animation techniques for characters, animals, and creatures, enhancing realism and creativity in various series.
- Led and managed diverse teams of artists, fostering collaboration and efficiency in FX, animation, and shot assembly.
- Innovated in pipeline development, creating a comprehensive ASC pipeline integrated with the Shotgun system, along with custom DCC integrations, publishing, and artist tools.
- Designed and implemented efficient, real-time project tracking and artist review systems, improving productivity and communication.
- Pioneered unique software solutions, including a Maya/Deadline turn-table tool, farm-enabled utilities, and a remote publishing system, significantly enhancing workflow and global collaboration capabilities.
- Executed complex simulations (cloth, hair, rope, chain) and composited key visual elements, contributing to the overall aesthetic and technical success of the projects.

Asura

The Mist
Spike TV
Season(s) 1

Midnight Texas
NBC
Season(s) 1

Stranger Things
Netflix
Season(s) 1 & 2

Software & Programming Skills

Software / DCCs

Maya, Avid, Photoshop, Illustrator, After Effects, Nuke X, Z Brush, Substance, Unreal Engine, SynthEyes, Arnold, Nuke Studio, Houdini, Davinci Resolve, PF Track, V-Ray, Autodesk Toxik, Fusion, Fume FX, Rayfire Dynamics, Freehand, Final Cut Pro, Motion Builder, Combustion, Shake, 3DS Max, Boujou, Golaem Crowd, HDR Shop, EvaRT, Premiere, Apple Motion, Lightwave, Mokey, Mental Ray, Shave And A Haircut

Programming Languages

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

Additional Skills

In addition to my expertise in visual effects, I am a versatile artist with talents spanning multiple disciplines. As a multi-instrumentalist, I skillfully play guitar, drums, bass, piano, cello, violin, theremin, mandolin, ukulele, trumpet, and concertina, complementing my skills in music composition. My literary portfolio, including several novels and screenplays, showcases my prowess in storytelling and writing. Discover more about my literary works on my website.

Education

University of Advancing Technology	2005	Bachelor of Science (B.S.), Multimedia/Visual Effects
Oklahoma City Community College	2002	Associates, Multimedia

Find Out More

LinkedIn
<https://www.linkedin.com/in/sleepdeprivedproductions/>

IMDB
<http://www.imdb.com/name/nm1652474/>

