

# JOHN DECKER

VISUAL EFFECTS SUPERVISOR / PRODUCER

[www.fraudulentvolcano.com](http://www.fraudulentvolcano.com)

## CONTACT

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## SKILLS

Script Breakdown & Bidding  
Budgeting & Cost Control  
Multi-Vendor Coordination  
On-Set Supervision  
Virtual Production / Previz  
Pipeline Scripting  
VFX Editorial Integration  
Show runner & Studio Relations  
2nd Unit Plate Photography  
Cross-Timezone Team Management

## TECHNICAL SKILLS

Adobe Creative Suite  
Nuke (X)  
DaVinci Resolve  
Blender / Maya / 3dsMax  
Excel / Filemaker / Airtable  
Python, MEL & Shader Scripting  
HDRi Capture  
ShotGrid / PTS  
Drone & 2nd Unit Plates  
Motion / Performance Capture  
Unreal Engine  
Generative AI  
Stagecraft / LED Volumes

## CERTIFICATIONS

FAA Commercial Drone Pilot  
NAUI SCUBA Diver  
ASA 104 Open Water Sailor

## EDUCATION

**Business & Management of Entertainment**  
UCLA — Los Angeles, CA

**Bachelor of Arts in Film**  
Cal State University,  
Long Beach

## PROFESSIONAL OVERVIEW

Production VFX Supervisor and Producer with a deep command of the craft, from script breakdown, budgeting and on-set supervision to post-production vendor management and final delivery. Experienced with LED volumes, Virtual Production, and Unreal Engine realtime workflows. Credits span feature films, television, commercials, and games; production experience across Los Angeles, New York, New Orleans, Vancouver, Budapest, Mexico City and beyond. Budget oversight to \$6M+.

## WORK EXPERIENCE

### Production VFX Supervisor — "Boots"

*Sony Pictures / Netflix | 10/2023 – 05/2025*

Supervised 8 episodes from pre-production through final delivery, including script breakdowns and budgeting, on-set supervision in New Orleans, 2nd Unit plate direction, drone set surveys, and HDRi data capture.

- Created 2D and 3D concept art for show runner feedback, with approved assets delivered directly to VFX vendors for consistent bidding and maximum clarity.
- Supervised production VFX team, working closely with show runners and studio executives to maintain consistency and shot quality across sequences.
- Developed a custom scripted shot tracker to manage creative notes and deliverables, streamlining department communications with post-production and studio execs.

### Production VFX Supervisor — "John Wick: The Continental"

*Lionsgate / Peacock | 09/2021 – 03/2023*

Supervised the full mini-series from pre-production through final color, including script breakdown and bidding, on-set supervision in Budapest, and concept art/pre-vis.

- Supervised 1,400+ approved shots across 9 vendors, aligning diverse teams around a single creative vision, delivered on time and on budget.
- Created director approved temp composites and 3D previz for vendors and editorial to streamline creative notes during bidding and post-production.
- Implemented in-camera LED walls and Virtual Reality tech-scouting via Oculus Quest for pre-production shot planning and camera choreography.

### VFX Supervisor / CG Supervisor

*FuseFX (Pitch Black) | 09/2014 – 09/2021*

In-house VFX Supervisor covering on-set element capture, client collaboration, and creative development across multiple television series.

- As CG Supervisor, mentored CG artist teams; translated client VFX Supervisor and network feedback into actionable lighting and animation tasks.
- Collaborated with internal VFX producers to manage and balance client requests and deploy studio resources effectively.
- Projects: "American Horror Story," "The Flight Attendant", "Marvel's Agents of SHIELD," "Bones", "Turn: Washington's Spies," "Zoo" & others.

### On-Set VFX Supervisor — "Marvel's Runaways"

*Hulu / Marvel television | 02/2019 – 07/2019*

- Supervised on-set VFX workflows across Marvel series, collaborating with directors and DPs to ensure seamless integration of practical and digital elements. Managed VFX data acquisition including witness cameras, HDR lighting captures, and tracking markers.

## AFFILIATIONS

### Board of Directors

Visual Effects Society  
Los Angeles, CA — 2024–2026  
Member 2002–Present

### Television Academy

ATAS — Special Visual Effects  
Member 2002–Present

## PROFESSIONAL DEVELOPMENT

### VFX Peer Circle, ATAS

2025-2026

### VFX Workshop Conversations

w/Jennifer Meislohn | 2023

### Unreal Fellowship

Epic Games | 2020

### Gnomon Workshop

Guest Lecturer | 2019

## Lighting Supervisor

*Rhythm & Hues* | 12/2008 – 04/2013

- Designed and implemented a Houdini Mantra-based lighting pipeline for large-scale environments, leveraging a real-time game engine approach to reduce render times and increase interactive speed.
- Managed lighting teams across Los Angeles, Vancouver, and India.
- Projects: "**Life of Pi**," "**R.I.P.D.**," "**Hop**," "**Alvin and the Chipmunks**," and "**Night at the Museum**."

## Lighting and Particle Effects Supervisor

*Electronic Arts* | 10/2004 – 12/2008

- Spearheaded the artistic implementation of EA's first Unreal Engine project, collaborating with developers and programmers to build required tools and interfaces.
- Supervised art teams creating in-game and cinematic VFX assets in close collaboration with game designers and art directors.
- Projects: "**Command & Conquer: Tiberium**," "**Medal of Honor**," "**GoldenEye: Rogue Agent**," and "**The Battle for Middle-Earth II**."

## Lighting Sequence Lead / Composer

*Digital Domain* | 09/2003 – 10/2004

- Supervised team of lighting artists across multiple sequences, including shader authoring, Maya MEL scripting, and Nuke gizmos.
- Directed texture painters and shader artists to design custom robots for individual scenes.
- Projects: "**I, Robot**", "**The Day After Tomorrow**"

## VFX Supervisor / CG Supervisor

*R!OT Pictures* | 01/2000 – 09/2003

- Rebuilt vampire death effects for "**Buffy the Vampire Slayer**" from 2D cross-fades to a procedural system using custom RenderMan shaders.
- Shader writing, lighting look development, particle effects, and final composites.
- Projects: "**Biker Boyz**," "**Queen of the Damned**," "**Angel**," and "**Buffy the Vampire Slayer**."
- High-speed miniature photography, 3D modeling, lighting, and compositing for the Special Edition DVD of "**Alien: Resurrection**".

## Digital Artist

*Cinesite* | 03/1999 – 06/1999

- RenderMan shaders, lighting, and MEL scripting for procedural glass crack effects.
- Project: "**Deep Blue Sea**."

## Color and Lighting Lead / Composer

*Sony Pictures Imageworks* | 09/1995 – 10/1998

- Tested and developed Sony's first in-house RenderMan lighting tool, providing design guidance on function, design, and required toolsets.
- Shader writing, lighting look development, particle effects, and final composites.
- Projects: "**Starship Troopers**," "**Anaconda**," "**Stuart Little**," and "**Godzilla**."

## Model Shop / SCUBA Production Assistant

*Dream Quest Images* | 08/1995 – 09/1995

- Projects: "**Crimson Tide**," "**First Knight**," and "**Moses**."