

LARRY WEISS

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OBJECTIVE

Further stretch my creative and technical talents and skills as a supervisor, artist, and mentor in new and established applications for live-action visual effects and animated features.

PROFESSIONAL EXPERIENCE

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|----------------|--|--------------------------------|---------------|
| 2023 - Present | Atomic Cartoons | <i>DFX Supervisor</i> | Vancouver, BC |
| | <ul style="list-style-type: none">DFX Supervisor on multiple Lego/Star Wars series. Aid in designing and implementing all creative and technical aspects and workflow of the production for all CG departments at Atomic. I collaborate with the LucasFilm production team to receive their brief and discuss the capabilities both technically and creatively to achieve the desired quality and look. | | |
| 2022 - 2023 | Encore VFX | <i>CG Supervisor</i> | Vancouver, BC |
| | <ul style="list-style-type: none">CG Supervised various episodic live-active visual effects projects. Was responsible for all the creative and technical aspects for all 3D departments on the project. | | |
| 2018 - 2022 | Sony Pictures Imageworks | <i>CG Supervisor</i> | Vancouver, BC |
| | <ul style="list-style-type: none">CG Supervised feature animation and live-active visual effects projects. Supervised lighting and compositing teams averaging about 15-20 artists. Managed shot production schedule and artists task assignments. Provided creative and technical feedback on sequence and shot lighting. Coordinated with other departments to ensure the highest quality and pipeline efficiency. | | |
| 2015 - 2018 | Sony Pictures Imageworks | <i>Lead Lighter</i> | Vancouver, BC |
| | <ul style="list-style-type: none">Lead Lighter on various films with an average team size of 16 lighters. Setup sequence light rigs, Katana and Nuke templates. Assisted the lighters on my team with technical and creative issues. Software used: Katana, Arnold, and Nuke | | |
| 2014 - 2015 | Moving Picture Company | <i>Lead Lighter</i> | Vancouver, BC |
| | <ul style="list-style-type: none">Lead Lighter on "Fast & Furious 7". Managed shot production schedule for lighting team.. Optimizing and troubleshooting Katana scene files and renders. Software used: Katana, Renderman, and Nuke | | |
| 2013 - 2014 | Method Studios | <i>Lead Lighter</i> | Vancouver, BC |
| | <ul style="list-style-type: none">Lead Lighter on "Night at the Museum 3" & "Maze Runner". Supervised Lighting team of 20 artists. Developing lighting pipeline for maximum efficiency. Collaborated with VFX Supervisor to achieve highest image quality. | | |
| 2008 - 2013 | Tippett Studio | <i>Lead Technical Director</i> | Berkeley, CA |
| | <ul style="list-style-type: none">Lead Technical Director on various projects, such as wolves in "Twilight: Breaking Dawn 1 & 2", the beast in "Mirror, Mirror", Azrael in "Smurfs", "Cats and Dogs 2". Developed and implemented light rigs for various sequences and directed other TDs to achieve the final look. Using Maya, Renderman, Nuke, and Shake. | | |
| 2007 - 2008 | Moving Picture Company | <i>Sr. Lighting TD</i> | London, UK |
| | <ul style="list-style-type: none">As a member of the "Narnia: Prince Caspian" vialual effect crew, I was responsible for creating master light rigs in various sequences for other TDs. Production team depended on me to improve the visual quality on some of the most challenging shots. | | |

FILMOGRAPHY

Films

- Star Wars: Rebuild the Galaxy (2024-2025)
- The Seabeast (2022)
- Mitchells vs the Machines (2021)
- Spider-Man: Far from Home (2019)
- Spider-Man: Into the Spider-Verse (2018)
- The Angry Birds Movie (2016)
- Furious 7 (2015)
- Night at the Museum 3 (2014)
- The Maze Runner (2014)
- After Earth (2013)
- Twilight: Breaking Dawn 1 & 2 (2012)
- Mirror Mirror (2012)
- The Smurfs (2011)
- Priest (2011)
- Cats & Dogs 2 (2010)
- Drag Me To Hell (2009)
- Narnia: Prince Caspian (2008)
- Forces of Nature (1999)
- Starship Troopers (1997)
- Braveheart (1995)
- Angels in the Outfield (1994)
- Batman Returns (1992)
- Patriot Games (1992)
- Toys (1992)
- Alien 3 (1992)
- Terminator 2 (1991)
- Bill & Ted's Bogus Journey (1991)
- Predator 2 (1990)
- Ghost (1990)
- The Hunt for Red October (1990)

PROFESSIONAL MEMBERSHIPS

Visual Effects Society

Television Academy

ACM Siggraph

EDUCATION

1987 – 1990	University of California, Los Angeles <i>Master of Arts, Computer Graphic Design</i>	Los Angeles, CA
1983 – 1987	Syracuse University <i>Bachelor of Fine Arts, Art Media Studies - Computer Graphics</i>	Syracuse, NY

ADDITIONAL ASSETS

Katana, Houdini, & Maya	Technical Troubleshooting
Arnold, Renderman, & V-Ray	Education/Career Guidance
Nuke & Shake	Recruiting
Supervising / Mentoring	Digital Photography
Pipeline Architecture	Photoshop
Project Bidding	

References Available Upon Request