

## **Douglas Bloom**

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### **Method Studios**

**Santa Monica, CA**

#### **Visual Effects / Digital Effects Supervisor**

*August 2010 – Present*

Responsible for bidding, shoot planning, crew management as well as daily creative and technical supervision. My projects have ranged from short schedule pick-up work and commercials to multi-year productions, full CG animated projects and interactive and experience based content supervision.

#### **Key Contributions**

- Visual Effects Supervisor - Media production for interactive experiences and attractions.
- Visual Effects Supervisor - *Hercules (2014)*, *Dr. Strange (2016)*, *Black Panther (2018)*.
- Visual Effects Supervisor - Commercial and special venue content for consumer product launches.
- Digital Effects Supervisor - Various Commercials, *Jupiter Ascending (2015)*
- Computer Graphics Supervisor - *Thor: The Dark World*, *Into the Storm*, *Iron Man 3*, *Beautiful Creatures*, *Cloud Atlas*, *Captain America*, *Commercials (HP, GM, Microsoft)*
- Developed numerous artists facing tools and workflows as company worked to grow feature film VFX business.

### **TheDriver - [www.thedriver.com](http://www.thedriver.com)**

**Los Angeles, CA**

#### **Business Development Manager**

*March 2011 – November 2012*

Business development manager member of the creative team using my production experience, knowledge of building efficient studio workflows and creative expertise to strengthen the story and brand.

#### **Key Contributions**

- Developing and executing business plan with Creator / Director.
- Preparing and presenting pitch package along with creative team.
- Deal analysis for distribution, sponsorship and co-branding.
- Built new relationships with animation studios, independent producers and merchandising partners.

### **Independent Consultant**

**Los Angeles, CA**

#### **Contractor**

*August 2009 – January 2014*

Business and technology consultant specializing in animation and film production. Main focus of work was on media related technology projects, process efficiency (pipeline), business development and creative direction. Assisted boutique film production company and visual effects company in evaluation of technology and workflow for an updated color pipeline with DI capabilities and real-time 2k playback of stereoscopic footage. Worked in business development and technology evaluation/research role for a social media startup providing markerless digital face replacement for consumer targeted movie karaoke game.

### **Sony Picture Imageworks**

**Culver City, CA**

#### **Special Projects / CG Supervisor**

*March 2005 – July 2009*

Recruited to supervise development and production of all Sandman related effects for *Spider-Man 3*. Worked closely with Visual Effects Supervisor and Producers to design, prep and oversee the on-set test shots before principal photography began. Continued work on the show supervising multiple teams totaling over 40 artists and programmers in completion of entire sequences. Worked with producers to assist in bidding and budgeting for new productions and internal development projects. Consulted on and provided support to feature projects including, *Beowulf*, *Speed Racer*, *Eagle Eye*, *Body of Lies*, *Cloudy With a Chance of Meatballs* and *Alice In Wonderland*.

## **Key Contributions** (*Sony Pictures Imageworks*)

- Spearheaded the renewal of a cross production department meeting. Increased efficiency and distribution of existing knowledge base. Established stronger standards for building and distribution of future tools/techniques during development and production cycles.
- Worked closely with software department to develop Imageworks' first facility wide volume renderer initially used on *Spider-Man 3* and later used on all major production to pass through the facility.
- Recruited and hired a team of over 25 specialists to create multi-million dollar, realistic digital effect never previously achieved. Direct reports included programmers, effects artists, lighting artists and look development technical directors.
- Supervised design and development of *Sandstorm*; software libraries and tools for artist driven fluid and particle simulations and volumetric modeling and animation.
- Lead the design and implementation of a facility wide upgrades to better integrate third party software with proprietary asset management tools a custom file system and an existing render queue.

## **Rhythm & Hues Studios**

**Los Angeles, CA**

### **Effects Setup Lead / Sr. Technical Director**

*Sept 2001 - March 2005 / Feb 2010 - June 2010*

Initially hired as an effects technical director with an expertise in the creation of natural phenomena, scripting and pipeline development. Later moved in to role of Lead Technical Director and Effects Setup Lead (department lead) working closely with software and support departments while leading teams of artists in production and R&D of effects work.

## **Key Contributions**

- Established and lead the Effects Setup group in order to unify technical and creative efforts across projects while planning and overseeing development of next generation tools and artist training.
- Assisted management and producers with bidding and crewing of tests as well as awarded projects.
- Was the primary contributing artists representing production on the Academy Award winning volumetric modeling and rendering tool-set, *Felt*. Assisted in design of the programming language, underlying functionality and user interface. Acted as a liaison between the technical departments and artist while promoting use of new technologies across multiple productions.

**Digital Domain - Digital Artist**

**Venice, CA** - April 2002 – July 2002

**Asylum Visual Effects - Technical Director**

**Santa Monica, CA** - August 2001 – September 2001

**Zuma Digital - Lighting Technical Director**

**New York, NY** - June 2001 – August 2001

**Moon Crescent Animation - Technical Director**

**El Segundo, CA** - June 2000 – September 2000

**Virtual News Corporation - Computer Graphics Artist**

**New York, NY** - October 1997 – February 1998

**Manhattan Center Studios - Graphics Department**

**New York, NY** - January 1996 – September 1997

## **Education**

- **USC Marshall School of Business, Los Angeles, CA; Certificate in New Media and Entertainment Management**
  - Digital Media and Technology Management; Branding and Integrated Marketing; Media & Entertainment Management.
- **School of Visual Arts, New York, NY; B.F.A.**
  - Digital Art; Animation; Optical Printing; Film production and Cinematography.

## **Honors & Professional Associations**

- Profiled in *The Hollywood Reporter: Next Generation Crafts Issue* August 2007
- Nominated for Best Single Visual Effects of the Year - *VES Awards 2007*
- *ACM, ACM SIGGRAPH, ASIFA, VES*