Douglas (Doug) Bloom

Los Angeles, CA | 310-995-9363 | doug@dougbloom.com | linkedin.com/in/douglasbloom

DIRECTOR OF INNOVATIVE TEAMS, WORKFLOWS AND CREATIVE PRODUCTS

Experienced Hollywood executive with a demonstrated history of combining technical innovation with artistry to create first-of-its-kind experiences and state-of-the-art creative products and workflows. Recognized as a hands-on leader delivering exceptional results on projects assumed to be creatively and technically impractical or impossible. Contributed to four Oscar-nominated films and led workflow design and user adoption of software that received recognition from the Academy of Motion Picture Arts and Sciences. Personally nominated for and received multiple industry awards and recognition from various organizations, including the Hollywood Reporter and The Visual Effects Society.

Recently transitioned focus to product management/development roles, having spent the last year leading teams at Samsung, creating machine learning / generative AI tools to produce real-time digital avatars and shared virtual spaces. With extensive experience managing large teams, communicating across technical and creative areas, and improving processes, I can provide significant value to any product team.

PROFESSIONAL EXPERIENCE

Samsung Research America - San Jose, CA   Aug 2022 - Sep 2023
DIRECTOR - TECHNICAL ART | PRODUCT
Reported to the Chief Executive and SVP of Neon (Star Labs), a startup product lab within Samsung Research America. Directed cross-functional teams creating tools to capture and generate hyper-realistic, controllable avatars using custom machine learning and computer vision models blended with traditional CG methods.
- Managed researchers and digital artists in the R&D of mesh reconstruction, neural rendering, and procedural texture generation techniques.
- Led strategic planning, design, and engineering of real-time platforms and virtual environments for 3D avatars.
- Supervised UI/UX designers and CGI artists in designing efficient systems for synthetic data generation and marketing content production.
- Architecture and implementation of a framework for artists and researchers to automate the processing, filtering, and labeling of kinematic data from multi-view capture sessions, reducing the time from capture to training by days.

Framestore - Culver City, CA   Aug 2019 - Jul 2022
CREATIVE DIRECTOR (IMMERSIVE / THEMED ENTERTAINMENT)
Owned and developed client and vendor relationships and assembled internal teams to develop and deliver cutting-edge animated, real-time, and VFX content for clients, including Disney, Universal, Apple, Google, and Virgin Galactic.
- Directed teams of developers and real-time artists to build VR/AR visualization tools and integrate them with a robotic motion base. This helped to reduce iteration time and increase output fidelity for reviews with creatives, executives, and ride engineers.
- Designed experiences for location-based entertainment and VR applications to support new retail sales and special events/product launches.
- Led teams in ideation and creating UX prototypes and vision videos to support the funding and development of new consumer products in the VR/AR space.

Method Studios - Santa Monica, CA   Aug 2010 - Aug 2019
HEAD OF THEMED ENTERTAINMENT AND VISUAL EFFECTS SUPERVISOR
Expanded business from Film and Commercial production to include Themed Entertainment. Oversaw and developed budgets/bids, scheduling across all service areas. Creative and technical supervision for visualization, animation and experience design.

- Created middleware API and UIs for artists and production managers to simplify and speed up interactions with production tracking and digital asset databases.
- Creative oversight of final execution, art direction, and quality control of imagery produced across multiple locations by teams of over 100 artists and engineers.
- Creative Director - Visualization and Production of multiple location-based attractions and content using pre-rendered and real-time production products.

Sony Pictures Imageworks - Culver City, CA   Mar 2005 - Jul 2009
SPECIAL PROJECTS SUPERVISOR
Recruited to assemble a project team of highly specialized artists and engineers to develop and deliver workflows, tools, and visuals for tentpole films.

- Supervised team of 25+ artists and engineers in R&D, creation of tools, and final VFX imagery for Sandaman effects for Spider-Man 3.
- Led design and Houdini integration of artist-facing physical simulation and rendering workflows. These tools prioritized seamless data translation between proprietary and commercial software, resulting in more dynamic and efficient creative workflows.
- Designed and implemented software for source control and packaging of artist-generated scripts, plug-ins, and integrations with a custom file system. This enabled artists to focus more on their creative tasks and less on data management.

Rhythm & Hues - Los Angeles, CA   Aug 2001 - Mar 2005
LEAD TECHNICAL DIRECTOR   Feb 2010 - Jun 2010
Founded the 'FX Setup Group' to streamline 'FX' work by creating reusable systems, tools, and technologies that served as templates for each new show. This revolutionized the studio's operations and enhanced artistic quality and efficiency across all projects.

- Created workflows for fluid simulation and volumetric modeling software, enabling artists who have yet to use a CFD simulator to be up and running within hours instead of days of training.
- Implemented UI and assisted in prototyping language and syntax for Academy Award Winning volumetric modeling and simulation tools.

SKILLS

Competencies: Project Management, Team Leadership, Process Strategy and Workflow Optimization, Relationship Management, Creative Direction/Supervision

Technical Products: Adobe Suite, ArchiCAD, Confluence, Figma, Houdini, Jira, Miro, Nuke Studio, Python, RSL, SketchUp, Unreal

EDUCATION

Certificate in Mathematics for Machine Learning and Data Science	DeepLearning.ai | Coursera
Certificate in New Media & Entertainment Management	USC Marshall School of Business
BFA in Computer Graphics & Animation	The School of Visual Arts

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SELECT PROJECT CREDITS

CREATIVE DIRECTOR - IMMERSIVE/EXPERIENTIAL

Avengers: Quantum Encounter (2022), FlyOver Last Vegas (2021), Web Slingers: A Spider-Man Adventure (2021), Ant-Man and The Wasp: Nano Battle! (2019), Guardians of the Galaxy — Monsters After Dark! (2017)

VISUAL EFFECTS SUPERVISOR

The Witches (2020), Doctor Sleep (2019), Doctor Strange (2016), Full CG 12k, high framerate retail experiences for undisclosed clients, Hercules (2014)

DIGITAL EFFECTS SUPERVISOR

Batman v Superman: Dawn of Justice (2016), Jupiter Ascending (2015)

COMPUTER GRAPHICS SUPERVISOR

Into the Storm (2014), Thor: The Dark World (2013), Iron Man 3 (2013), Beautiful Creatures (2013), Cloud Atlas (2012), Captain America: The First Avenger (2011), Spider-Man 3 (2007)

VFX ARTISTS (INDIVIDUAL CONTRIBUTOR)

Cloudy with a Chance of Meatballs (2009), Speed Racer (2008), Beowulf (2007), The Chronicles of Narnia: The Lion, the Witch and the Wardrobe (2005), Elf (2003), X2 (2003), Star Trek: Nemesis (2002), Solaris (2002), Scooby-Doo (2002), The Sum of All Fears (2002)

www.dougbloom.com/credits