

Aidan Dowell

Visual Effects Specialist

Contact

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Skills

Videography Equipment Knowledge

Production Lighting Equipment Knowledge

Audio Equipment and Formats

Post-production knowledge

Talent Coordination

Python, C++, C# Understanding

Operations support

Virtual Production Software

Studio Etiquette

LED Wall hardware + software

Client Communication

Collaboration in fast-paced production

Production Wireless Networking

Software

Unreal Engine

Adobe Software Suite (Pr, Ae, Ai, Ps, Me, Pt)

Diligent problem-solver with a resourceful approach to challenges while maintaining an organized workflow. Leverages Virtual Production expertise to manage job functions. Well-coordinated in maintaining optimal inventories and supporting documentation to boost efficiency of Production operations. Talented communicator, planner and problem-solver.

Work History

2021-08 -
Current

Core Team Member

- Actor Capture, Atlanta, GA*
- Worked as a team during several motion capture productions.
 - Control of VFX technology in a high pace production environment.
 - Communicated with other crew members via walkie talkies to coordinate production needs.
 - Stayed alert, active, and ready to respond to any request at any time using variety of available resources.
 - Contributed to team success by completing jobs quickly and accurately.
 - Developed real time previsualization methods for animated characters in a live action film using camera tracking and unreal engine.
 - Developed production solutions for on location wireless motion capture.

2023-01 -
2023-08

Virtual Effects Supervisor

- Rejuvenation - Five Point Films, Tom Luse, Atlanta Ga*
- Supervised all on set Virtual Effect needs.
 - Managed communication between vendors and outside sources to deliver data and turnovers.
 - Helped facilitate the creation of virtual effects including previsualization effects.
 - Set up and attended meetings with principle crew to discuss and coordinate effects for on location shooting.
 - Coordinated with grips and other departments to facilitate all virtual effect department needs
 - Gathered daily shot counts and camera metadata information to use in post production for camera tracking and matching

2022-08 -
2023-02

Motion Capture Assistant Director

- Name Non-Disclosed - Netflix, Atlanta, GA*
- Sourced materials to keep up with production goals and meet customer demands.
 - Resolved issues quickly to maintain productivity goals.
 - Remained composed and highly professional in fast-paced and constantly changing environment, effectively handling challenging situations and difficult production needs to achieve objectives.
 - Studied department operations to assist with development of new or improved methods of tooling and production processes.
 - Achieved a 98% delivery of motion data.
 - Achieved a 500ft wireless connection system for on location inertia based motion capture.

2021-08 -
2021-12

Motion Capture Technical Artist

- Lyle Lyle Crocodile - Sony Productions, Atlanta, GA*
- Management of VFX/Motion Capture equipment
 - Management of Network equipment
 - Coordination of Talent during production

Xsens Motion Capture Suite	
Auto Desk Maya	
Auto Desk Motion Builder	
Auto Desk Shotgrid (Flow)	
Foundry Nuke	
OptiTrak Motion Capture	
NovaStar LED	
SideFX Houdini	
IClone 8	
Character Creator 4	
FileMaker	
Microsoft Office Suite	
Blender	
Visual Studio	

2022-07 -
Current

- Ability to work as a team during a high paced time sensitive production
- Time management skills

Studio Key Grip

Stitch Fix, Atlanta, GA

- Handled lighting set up, operation and equipment maintenance for the studio.
- Maintained all areas in a neat and clean fashion.
- Stocked supplies and prepared items for use in live photoshoots.
- Supported current production needs by moving items between equipment, conveyors, and staging areas.
- Operated camera, lighting and grip equipment to use during production process.
- Maintained studio equipment, including cameras, microphones and computers, to limit schedule disruptions.

Education

2024-05

Bachelor of Arts: Video Game Design

Georgia State University - Atlanta, GA

Studied at Georgia State University concentrating on Virtual Cinematics and real time motion capture.

- Presidents List | 2024, 2023, 2021
- Deans List | 2022, 2019
- Student Tech Fee Council (Management of Student Tech fee tuition funding and distribution)
- Hope Scholarship Recipient
- Graduated Top 10% of class
- 3.97 GPA