

# Aidan Dowell

Virtual Production & VFX Technical Specialist

## Contact

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## Skills

Videography Equipment Knowledge

Production Lighting Equipment Knowledge

Production Equipment Handling

Audio Equipment and Formats

Strong Communication

Talent Coordination

Programming Understanding

Operations support

Virtual Production Software

Studio Etiquette

LED Wall hardware + software

Distribution of Money to Department Heads

## Software

Unreal Engine

Diligent problem-solver with resourceful approach to challenges and organized style. 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

2025-11 -  
2026-01

### Digital Asset Manager

*Pangaea Studios, Atlanta, Georgia*

- Streamlined operations, optimizing the use of technology for tracking and reporting asset deliveries.
- Developed pipelines for processing Camera RAW footage using Python
- Developed pipelines for quick footage conversions (MXF to EXR, cLog3 to ACEScg, and more) using oiio, ocio, sony raw viewer, R3DLine, python, and Kitsu.
- Tracked and organized shots in Kitsu while managing the studio's data server for storing all footage.

2021-08 -  
Current

### Principal Technical Artist

*Actor Capture, Atlanta, GA*

- Work as a team during several motion capture and virtual productions.
- Control, Development and Assembly of VFX technology in a high pace production environment.
- Developed real time previsualization methods for animated characters in camera using camera tracking and unreal engine.
- Developed production solutions for on location long range wireless motion capture.
- Created Pipelines in Unreal Engine and iClone Suite to quickly visualize character animations in real time.
- Facilitated communication between production leads and motion capture/VFX teams.
- Stayed alert, active, and ready to respond to any request at any time using a variety of available resources.
- Contributed to team success by completing jobs quickly and accurately.

2023-01 -  
2023-07

### VFX Supervisor

*Five Point Films, Atlanta GA, United States*

- Supervised all on set Visual Effect needs.
- Managed communication between vendors and outside sources to deliver data and turnovers.
- Helped facilitate the creation of virtual effects including previsualization effects.
- Built out Visual Effects Equipment to meet production needs.
- Set up and attended meetings with principle crew to discuss and coordinate effects for on location shooting.

Adobe Software Suite  
Xsens Motion Capture Suite  
Auto Desk Maya  
Auto Desk Motionbuilder (MoBu)  
Auto Desk Shotgrid (Flow)  
CineSync  
NovaStar LED  
Foundry Nuke  
Python (Language)  
IClone 8  
Character Creator 4  
FileMaker  
Blender  
SideFX Houdini  
CGWire Kitsu

2022-08 -  
2023-02

- 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.

### Motion Capture Technical Artist

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

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## Education

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### Bachelor of Arts: Video Game Design

*Georgia State University - Atlanta, GA*

Attended GSU studying Video Game Design concentrating on real time animation techniques and unreal engine.

Minor: Film and Media

- Graduated: **Summa Cum Laude**
- Presidents List | 2021, 2023, 2023
- Deans List | 2022, 2019
- Student Tech Fee Council (management of student tech fee tuition funding and distribution)
- Hope Scholarship Recipient
- GPA: 3.99