

GLENN COTE

VFX/Post-Production Professional

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AFFILIATIONS



Local 700
Motion Picture Editors Guild



Visual Effects Society



Producers Guild of America



Academy of Television
Arts & Sciences



USC School of Cinematic Arts
Alumni Association

EDUCATION

USC School of Cinematic Arts – BA (Cum Laude) 1988

USC School of Cinematic Arts – MFA 1990



SUMMARY

Extensive experience in theatrical motion picture, streaming, and digital media production, post-production and VFX.

Skilled in providing concise and effective communications between production and editorial departments, multiple visual effects vendors, studio executives and DI facility, on high shot count projects. Highly skilled in AVID temp compositing, managing vendor bidding/awarding process, supervising in-house VFX artists and post-visualization teams, and supporting any required visual aesthetic. Adept at functioning at peak efficiency in a high-pressure environments both on location and in postproduction.

PROFESSIONAL EXPERIENCE

<i>"The Creator"</i> (VFX Editor) – New Regency/20 th Century Studios	2022 – 2023
<i>"Werewolf By Night"</i> (VFX Editor) – Marvel/Disney+	2022
<i>"Moon Knight"</i> (Lead VFX Editor) – Marvel/Disney+	2021 – 2022
<i>"The Falcon and the Winter Soldier"</i> (Lead VFX Editor) – Marvel/Disney+	2019 – 2021
<i>"Daybreak"</i> (Editor, Visual Effects) – Netflix	2019
<i>"Cosmos: Possible Worlds"</i> (Assistant Editor, Visual Effects) – Nat Geo	2018 – 2019
<i>"Star Trek: Discovery"</i> (Editor, Visual Effects) – CBS All Access	2017 – 2018
<i>"A Series of Unfortunate Events"</i> (Editor, Visual Effects) – Netflix	2016
<i>"Bitter Harvest"</i> (VFX Supervisor/Producer/Editor) – Andamar	2014 – 2015
<i>"When the Game Stands Tall"</i> (Editor, Visual Effects) – Mandalay	2013
<i>"Bullet to the Head"</i> (VFX Supervisor) – Dark Castle Entertainment	2011 – 2012
<i>"Green Lantern"</i> (Assistant Editor) – Warner Bros.	2010 – 2011
<i>"The Losers"</i> (Editor, Visual Effects) – Dark Castle Entertainment	2010
<i>"The Factory"</i> (Editor, Visual Effects) – Dark Castle Entertainment	2010
<i>"Orphan"</i> (Editor, Visual Effects) – Dark Castle Entertainment	2009
<i>"Whiteout"</i> (Assistant Editor) – Dark Castle Entertainment	2008 – 2009
<i>"The Road to Empire"</i> (Editor and Producer) – Sibay Films	2004 – 2007
<i>"Star Trek: Nemesis"</i> (Senior Production Associate) – Paramount	2001 – 2002
<i>"U.S. Marshals"</i> (Associate Producer) – Warner Bros.	1996 – 1998
<i>"Executive Decision"</i> (Assistant to Director) – Warner Bros.	1994 – 1996
<i>"Maverick"</i> (Staff Assistant) – Warner Bros.	1993 – 1994
<i>"Demolition Man"</i> (Staff Assistant) – Warner Bros.	1992 – 1993
<i>"Radio Flyer"</i> (uncredited Staff Assistant) – Columbia Pictures	1991 – 1992
<i>"The Last Boy Scout"</i> (uncredited Staff Assistant) – Warner Bros.	1991 – 1992
<i>"Robin Hood: Prince of Thieves"</i> (uncredited Staff Assistant) – Warner Bros.	1991 – 1992

PRIOR RELEVANT EXPERIENCE

Assistant to Executive VP, Feature Post-Production – Warner Bros.	1991 – 1992
Instructor (Summer Production Workshop) – USC School of Cinematic Arts	1989
Teaching Assistant (Camera) – USC School of Cinematic Arts	1989 – 1990
Manager, IMAX Theater – California Science Center	1989 – 1990
Apprentice – Industrial Light & Magic	1988