

JENNIFER McSPADDEN

+1 678 773 6084

jmcspadden1021@gmail.com

Demo Reel : www.jennifermcspadden.com

iMDb - Full Project List: <https://tinyurl.com/y2ljcsyl>

TECHNICAL SKILLS

Proficient in all aspects of Virtual Production processes, including previsualization and techvis, Virtual Camera lensing, on-set Simulcam, and gathering and ingesting Survey and LIDAR scans. Proficient in motion capture processes, including live on-set motion data capture & capture volume construction/calibration, to post-processing, tracking, & editing, and re-targeting performance data for both body & face in post-production. Software proficiencies include: Lightstorm's Motion Capture Suite, Epic's Unreal Engine, Autodesk's Maya, MotionBuilder, & Shotgun, Adobe Creative Suite, Jira & Trello. Comfortable on PC, Linux, & Mac platforms.

WORK EXPERIENCE

NantStudios, El Segundo CA USA — FEBRUARY 2022 - present

*Current Position: **Virtual Production Supervisor***

- ❖ Supervised hundreds of LED volume shoots, working closely with Directors, Cinematographers, Gaffers, Production Designers, etc. to produce successful work on the Virtual Production stage.
- ❖ Leader of the Stage Crew on shoot days, including Technical Content Operators, Capture TDs, Stage Managers, Producers, Coordinators, etc.

★ **Epic's Unreal Virtual Production Fellowship Program** — AUGUST - SEPTEMBER 2020

Goodbye Kansas Studios, Stockholm Sweden & Culver City CA USA — MAY 2019 - JANUARY 2022

*Former Position: **Senior Motion Capture Supervisor***

Flying Saucer & Company, Los Angeles CA USA — OCTOBER 2020 - present

*Former Positions: **Freelance Content Creator**, On-Set: **Unreal Engine Operator***

- ❖ Created on-screen visuals in the Unreal Engine for:
 - Migos + Cardi B's performance for the 2021 BET Awards, originally airing on 2021
 - Goldlink's performance on **The Tonight Show with Jimmy Fallon**, originally airing on 2021
 - A\$AP Rocky's Rolling Loud performance in Miami FL USA on 2021

Profile Studios, Atlanta GA USA — NOVEMBER 2014 - APRIL 2019

*Former Positions: **Virtual Production Pipeline Technical Director**, On-Set: **RealTime System Operator***

- ❖ Marvel's **Avengers: Infinity War** & **Avengers: Endgame** (2016-2019) : **Real Time System Operator** - live on-set motion data capture + simulcam display at former Pinewood Studios in Georgia USA. Surveyed live sets to properly define & calibrate the motion capture volume. In Post - Shotgun management; processing, layout, QC mocap data.
- ❖ Involved with Epic Games, ILM, Lux, and Profile Studio's collaboration in developing the camera tracking process and media wall projection used to create Disney's **The Mandalorian** (2019).
- ❖ Marvel's **Thor: Ragnarok** (2016-2017) : **RealTime System Operator** - live on-set motion data capture + simulcam display at Village Roadshow in Gold Coast, Australia. In post - tracked & edited image-based mocap data
- ❖ Marvel's **Black Panther** (2016) : **RealTime System Operator** - Operated virtual camera volume for previs / shot planning with the Director, Director of Photography, VFX Supervisor, and the pre-visualization vendor.
- ❖ **Star Wars: The Force Awakens** (2015) : Tracked and edited image-based body capture data for the character Maz.
- ❖ Microsoft 343's **Halo 5: Guardians** (2015) : Tracked and edited image-based facial capture data for cinematics.

Giant Studios, Atlanta GA USA — DECEMBER 2013 - NOVEMBER 2014

*Former Position: **Motion Editor***

EDUCATION

Savannah College of Art and Design — **Master of Fine Arts, VISUAL EFFECTS**

SEPTEMBER 2010 - NOVEMBER 2013, SAVANNAH, USA

Savannah College of Art and Design — **Bachelors of Fine Arts, FILM & TELEVISION**

SEPTEMBER 2005 - MAY 2009, SAVANNAH, USA