

JEFFREY KAPLAN

Animation | Compositing | Motion Design

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DRIVING THE END-TO-END CREATION OF CUTTING-EDGE VISUAL EFFECTS

A forward-thinking VFX expert and digital artist with a proven record of success bringing concepts to life. On the forefront of innovations and new technology. Expertly guides projects from idea through execution, exceeding client expectations. Leverages a technical and artistic mindset, thinking outside of the box to solve problems and get the job done. A trusted advisor and leader. Fosters a high-performance culture of creativity, collaboration, and shared success.

Concept Design ■ On-Set VFX Supervision ■ Project Management ■ Pre- & Post-Production ■ Consulting
CG Integration ■ Motion Graphics ■ 2D & 3D Animation ■ Digital Compositing ■ Rendering ■ Lighting ■ Storyboards
Team Leadership ■ Training ■ Relationship Building ■ Problem Solving ■ Operational Excellence ■ Budgeting

TECHNOLOGY

2D Applications: Fusion, Nuke, After Effects, Mocha, Photoshop, Illustrator, Figma

3D Applications: Maya, 3D Studio Max, Cinema 4D, V-Ray, Redshift, PF Track

Editing Software: Premiere, Final Cut Pro

PROFESSIONAL EXPERIENCE

Muse VFX – Hollywood, CA

2013 – Present

A talent-driven visual effects studio with next-generation workflows and a knack for creating the incredible.

SENIOR DIGITAL ARTIST | SUPERVISING ANIMATOR | COMPOSITOR

Guides the production of VFX content for film, television, and special venues. Evolves the VFX vision, improving the pipeline and production standards. Assisted in the bidding process. Coached and mentored team members.

Key Clients: HBO, CBS, NBC, FOX, Columbia Pictures, Magnolia Pictures, Disney

- **Project managed Disney's Dog with a Blog production.** Leading a team of artists, animators, and composers to deliver 69 episodes. **Performed general on-set consulting**, advising the camera crew on shots.
- **Worked as a compositor on Game of Thrones**, which won **Emmy Awards for Best Visual Effects**.

Eden FX (Formerly Point 360, Now Muse VFX) – Santa Monica, CA

2008 – 2013

Specializing in 3D animation, compositing, digital environments, character animation, conceptual design.

VISUAL EFFECTS ARTIST | COMPOSITOR

Supported full-cycle project management in the creation and optimization of visual effects. Collaborated with creative, technical, and production leaders to deliver a powerful visual experience. Proactively solved technical and artistic challenges to meet project goals. Responsibility for CG animation, lighting, rendering, and compositing.

- **Created animation for an 8k stereoscopic feature film shown at IMAX, *Mysteries of the Unseen World*.**
- **Designed 3D animation for Cinderella's Castle at Walt Disney World**, featured during the fireworks display.

Point.360 – Santa Monica, CA

2009 – 2010

Delivering innovative digital media solutions to the theatrical, television, and trades industries.

DIGITAL ARTIST | MOTION GRAPHICS ARTIST

Created high-end visual effects, integrating CG and live-action footage for various television, film, and commercial projects. Liaised with clients to understand their vision and brainstorm ideas. Coordinated with other artists to capture the initial shots and manage the editing process.

- **Developed convincing alien landscapes for National Geographic's *Alien Earths***, bringing their ideas to life.
 - The TV special **earned an Emmy nomination** for Best Animated Program.
- **Introduced digital effects to Director Morris Abraham, brainstorming in pre-production and creating storyboards** that led to visual effect shoots for Super Dave's Spiketacular and a Nickelodeon Kids Choice Award project.

RECENT PROJECT HIGHLIGHTS

What We Do in the Shadows (TV Series) – <i>Compositor</i>	2024
Teen Wolf: The Movie (Feature Film) – <i>Animator & Compositor</i>	2023
The Righteous Gemstones (TV Series) – <i>Animator</i>	2022
Black Monday (TV Series) – <i>Visual Effects Artist & Compositor</i>	2020
Unhinged (Feature Film) – <i>Compositor</i>	2020
Raising Dion (TV Series) – <i>Compositor</i>	2019
Legion (TV Series) – <i>Animator & Compositor</i>	2018 – 2019
Charmed (TV Series) – <i>Animator</i>	2018 – 2019
Proud Mary (Feature Film) – <i>Digital Artist</i>	2018
NCIS (TV Series) – <i>Compositor</i>	2014 – 2017
Teen Wolf (TV Series) – <i>Visual effects Artist, Animator & Supervising Artist</i>	2011 – 2017
From Dusk Till Dawn: The Series (TV Series) – <i>Visual Effects Artist</i>	2015 – 2016
Dog with a Blog (TV Series) – <i>Supervising Artist & Animator</i>	2012 – 2015
Game of Thrones (TV Series) – <i>Compositor</i>	2015
Mysteries of the Unseen World (Feature Film) – <i>Animator</i>	2013
Person of Interest (TV Series) – <i>Visual Effects Artist</i>	2011 – 2012
The Girl with the Dragon Tattoo (Feature Film) – <i>Compositor</i>	2011

EDUCATION

Master of Fine Arts in Animation & Visual Effects ■ *Academy of Art University – San Francisco, CA*

Bachelor of Arts in Visual Art Studies; Minor in Communications (Cum Laude) ■ *University of Florida – Gainesville, FL*