

Olivier P. Sarda

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SUMMARY

- 28+ years of post-production & content creation XP in 100+ features, commercials, games, AR, VR. ([IMDB](#))
- 2D & 3D VFX supervisor w/ on-set XP inclusive of advanced compositing and look dev
- Skilled in many aspects of game development (UI/UX, level design, lighting, animation) as well as advanced XP in Unreal & Unity game engines w/ a focus on Virtual Productions and Cinematics / Previz / Postviz
- Deep creative and technical experience working with either small or large production crews on feature film productions, episodic, virtual productions (previz & postviz), commercials and/or digital content creators
- Driver of the creative / technical process & ability to turn it into innovative ideas while empowering everyone around with focused and inspiring leadership
- Eagle eye QC & evaluation of final pixel content with years of look development XP and deep knowledge of compositing, photography and CG
- Ability to respectfully collaborate and strategize with multiple vendors, directors, producers and production team and assess deliverables/WIP with descriptive address notes and quick solutions for troubleshooting
- Able to review vendor bids and provide solutions for staying on budget and keep workflow on schedule

EXPERIENCE

VFX Supervisor / Creative Director / Artist / Designer:

RECENT – 2D & 3D Generalist / Previz / VFX Supervisor / Studio Compositing Supervisor

July '18 – Apr '22

Netflix (current) – VFX Sup on 'The Gray Man' – responsible for all final show QC/Spec for 8 international VFX Studios
Marvel/Disney – sole in-house Generalist/lookdev working directly w/ director & VFX Sup on 'Spiderman: No Way Home'
Amblin Partners/Universal – DFX Sup / 3D generalist / 2D compositing on sci-fi film – 'Distant'
Netflix – (VES nominated) Studio comp sup / Generalist / Previz on Netflix film – Extraction w/ Chris Hemsworth
NBC/Universal - in-house production/previz team for the film 'Dolittle' with Robert Downey Jr.
Fox Nat/Geo – in-house production team for Cosmos Season 3 with Neil deGrasse Tyson (all episodes)

VR/AR Developer / Compositing / Previz / VFX

Digital Domain 3.0:

Jan. '16 – April '18

- Contributed to the smash hit 'Avengers: Infinity War' building complex CG character shots of Thanos
- Consulted and composited a massive NBA VR project with an output of more than 1.5 million frames of stereoscopic green screen footage of basketball legends overlaid photorealistic CGI arenas
- Supported development of NBA VR app with original content exclusively for Google Daydream which features on-demand episodes of a show called *House of Legends, where former NBA players discuss their career highs*
- Developed and composited 8K photorealistic CGI plates for a T-Mobile VR promotional hub on Rift & Vive
- *Responsible for QC testing and stereo lineup issues on Daydream and Oculus platforms*
- *Responsible for look dev & concept of a massive AR R&D project in Unity using Vuforia and ARkit SDKs*
- Contributed to Google's Daydream VR platform : stylized hub dev with variety of CGI photoreal environments

Creative Director / Lead Designer

BrainGoo Studios, LLC:

2012-2015

- Creative Director for studio in Venice and Burbank creating (AR) Augmented Reality content, as well as mobile digital interactive entertainment and games on emerging platforms: (VR) Virtual Reality (Oculus Rift, Google Cardboard & Samsung's Gear VR)
- Responsible for business development, strategic planning, marketing as well as R&D and technical innovation
- Oversaw and managed a team of 8-10 people during production
- Produced, supervised and developed in collaboration with Collision Studios an AR kid's game intended to fight childhood obesity, Little Kicks - "GooBall"
- Art directed, produced and developed iOS, OS X, Android and Apple TV 3D game – "Hoppy Roads," promoting healthy eating while having fun crossing the road
- Pitched and developed a mobile game for Mattel, "Scramble"
- Prototyped and designed look for "World of Mechs" Unity demo for Wargaming.net
- Responsible for defining the overall look of online fishing game at Collision Studios, "World Fishing Champions"
- Developed a myriad of AR and VR tech demos and concepts in Unity3D

Creative Director / Lead Designer

Waatooodoo, Inc:

2010-2012

- Founder of tech startup to create a social activity network that combined a social networking platform with an activity search engine customized to user's individual interests as well as hobbies
- Responsible for UI/UX design of mobile app, as well as the website and database system
- Allows users to Discover, Schedule and Do real-world events in a user-defined geolocation
- Developed a Content Management System website mirrored on mobile platform with its own iOS branded app

Creative Director

Simetrix Imaging, Inc:

2007-2011

- Founder of startup with the mission to create photorealistic 3D facial scans of consumers (avatars) for eCommerce
- Collaborated with L'Oréal CEO and his executive team on building a turn-key solution that would enable a digital makeover revolution for their cosmetics product line

VFX Supervisor / Comp Supervisor / Manager / Senior Compositor in Features Films / Commercials:

VFX Supervisor / Senior Compositor

Method Studios / Chemical FX / Public FX / Sway Studios (Big Pie) / Vertical

Los Angeles, CA

Freelance 2010 - Present

- Senior compositor / supervisor and on set supervision on high end commercials for clients including: Chevy, Cadillac, Honda, Toyota, BMW/Mini, Coors, Avon, MLS, Aamco as well as several Nike Super Bowl spots

VFX Supervisor (VES Nominated)

Digital Domain 1.0, 2.0, 3.0, Venice & Playa Vista, CA

Staff March 2003 – 2009 / Freelance 2010 - Present

- VFX supervisor / Comp supervisor on numerous prestigious features and commercials using both a Discreet Logic Flame and Nuke, for clients such as Joe Pytka for IBM, Pepsi, Old Spice
- Responsible for the creation of a new business unit seeking to secure lower budget feature work along with a newly revised and aggressive price structure
- Developed business plan with financial simulations and projections, precise budgeting and research in more efficient hardware/software requirements and solutions
- Promoted to 2D Supervisor / Manager of new division based on development of business plan and financial model / revenue stream

VFX Supervisor / Senior Compositor

Cinesite (Europe) Ltd., London, UK

July '00 - Dec. '02

- VFX supervision work on "Die Another Day", "Harry Potter and the Philosopher's Stone", "Band of Brothers" and "Tomb Raider"
- Taught staff techniques to improve efficiency, general workflow and QC of comp / paint

Senior Compositor

Weta Digital, Wellington, New Zealand

Sept - Dec '05

- Senior Compositor on Peter Jackson's "King Kong"

Life FX (Division of Pacific Title Mirage Studio), Los Angeles, CA

Nov. '97 - Jan '00

- Contributed to the world's first photorealistic synthespian driven by motion/facial capture technology with 2x Academy Award winner for technical achievement, Dr. Mark Sagar

Pacific Title Digital, Los Angeles, CA

March '94 - Nov. '97

- Contributed VFX work on a multitude of Hollywood Blockbusters (IMDB.com)

Dream Quest Images (A Walt Disney Subsidiary), Simi Valley, CA

July '93 - March '94

- Contributed groundbreaking VFX work on "The Crow" after on-set death of actor Brandon Lee

Cinesite Inc. (Kodak's Digital Film Center), Burbank, CA

Sep. '92 - June '93

- Contributed to world's first digital restoration on Walt Disney's, "Snow White"
- Pioneer user of Kodak's 10bit Cineon compositing system

EDUCATION

Loyola Marymount University, Los Angeles, CA

Class of '92

B.A. in Communication Arts (Film Production) in top rated film school