

TIM MULVIHILL

VFX Supervisor | VFX Producer

M: 604.970.1843

EMAIL: timmulvihill@gmail.com

LINKEDIN: <https://www.linkedin.com/in/tim-mulvihill-5656877/>

URL/Reel: <https://tmission.ca>

Work Experience

VFX Supervisor | Producer Freelance, Vancouver, BC | Apr 2015–Present

As a production-side VFX supervisor, I have led VFX teams for multiple episodic TV series, delivering over 4200 shots across 76 episodes. My role encompasses both creative and managerial aspects, ensuring seamless integration of visual effects with the show's vision.

Key Responsibilities and Achievements:

- **Team Management and Coordination:** Managed VFX teams and vendors, assigning shots based on studio strengths and cost-effectiveness. Promoted asset sharing between vendors to balance workloads and maintain consistency.
- **Creative Process Leadership:** Collaborated closely with Showrunners and Directors, refining budgets through iterative discussions to align with their creative vision. Ensured that VFX work met creative requirements and contributed innovative solutions to budget and schedule changes.
- **Onset Supervision and Technical Guidance:** Provided critical technical guidance to directors and film crews during shoots to ensure essential data was captured for post-production VFX work.
- **Post-Production Oversight:** Led the VFX post-production process, working with creative stakeholders to execute the VFX vision. Managed the delivery of visual effects within the constraints of time and budget.

Notable Projects:

- Travelers Season 2, 3 - 22 Episodes (2017-2018), 533 shots - Netflix
- Izombie Season 4, 5 - 26 Episodes (2017-2019), 939 shots - WB/CW
- The Lost Boys Pilot (2019), 138 shots - WB/CW
- Charmed Season 2, 3, 4 (2019-2022), 2689 shots - CW
- Virgin River Season 6 (2024) - Netflix

Software:

- Shotgrid, MS, Office, Filemaker, Davinci, Avid, RV, Photoshop, Blender, Nuke

VFX Producer | Scanline VFX, Vancouver, BC | July 202 –Aug 2023

Successfully delivered 250+ VFX shots, ensuring the project was completed on time and within budget. Played a key role in managing and coordinating a multidisciplinary VFX team, fostering collaboration and creativity throughout the production process.

Key Responsibilities and Achievements:

- **Team Management and Coordination:** Led a team of VFX artists, animators, and technical specialists, ensuring effective communication and collaboration across all departments. Implemented strategies to motivate and inspire the team, promoting a creative and productive work environment.
- **Creative Process Leadership:** Worked closely with creative stakeholders, including Supervisors and facility management, to align VFX work with the overall vision of the project. Facilitated creative brainstorming sessions with key creative project members.
- **Project Scope and Financial Management:** Managed project scope adjustments and evaluated financial implications for changes. Collaborated with clients to resolve cost conflicts and mitigate schedule impacts, ensuring a balance between creative aspirations and budgetary constraints.

- Resource Forecasting and Scheduling: Responsible for forecasting resources for the duration of the project. Reviewed potential resource delays, overtime requirements, and schedule impacts, adjusting priorities and re-balancing the overall shot schedule in coordination with the CPM and VFX Supervisor.

Delivered Titles:

- Shadow and Bone Season 2 - 8 Episodes, 254 shots - Netflix
- Joker: Folie à Deux (releasing 2024) - 250 complexe shots - WB

Software:

- MS Excel, Word, Project, Shotgrid, Google Suite, RV, Jira, Confluence, PowerBi

Senior VFX Editor | Scanline VFX, Vancouver, BC | Dec 2012–April 2015

- Managed editorial teams of 6+ people, distributed project assignments, optimizing editor workloads.
- Provided creative editing and temp composites for in house editorial projects.
- Researching software/hardware solutions for department efficiency.
- Played a role in the recruitment, interviewing, onboarding and training of new editorial staff.

Delivered titles:

- 2015 - Fast and Furious 7 (Universal), In the Heart of the Sea (WB)
- 2014 - Divergent (Summit), Pompeii (Constantin), Captain America 2 (Marvel)
- 2013 - Die Hard 5 (Fox), Black Sky (Newline), 300: The Rise of an Empire (WB)

Software:

- Shotgrid, MS Office, Avid, RV, Photoshop, Nuke

Production Manager | Goldtooth Creative, Vancouver, BC | May 2012-December 2012

Senior VFX Editor | Moving Picture Company, Vancouver, BC | April 2008-April 2012

- Editorial project work, dailies playback, temp compositing for concept and timing.

Delivered titles:

- 2012 - Life of Pie (Fox), Journey 2: The Mysterious Island (WB)
- 2011 - Fast and Furious 5 (Universal), Sucker Punch (WB)
- 2010 - Percy Jackson and the Lightning Thief (Fox), Surrogates (Touchstone)
- 2009 - Watchmen (WB)

Software:

- Shotgrid, MS Office, Avid, RV, Photoshop, Nuke

Project Coordinator | Frantic Films, Vancouver, BC | Feb 2008-May 2008

VFX OnSet Coordinator | Fallen Productions, Vancouver, BC | Oct 2006-May 2007

VFX OnSet Coordinator | Dungeon Siege Productions, Vancouver, BC | Jun 2005-Oct 2006

Software Proficiency:

- Project: MS project, MS Office, Shotgrid, Google Docs, Filemaker
- Creative: Adobe Photoshop, Blender, Nuke Studio, RV
- Editorial: Avid Media Composer, Davinci Resolve, Final Cut
- Other: JIRA, Confluence

Education:

- 2022 - Continuing - University of British Columbia - Agile Management
- 2020-2021 - University of British Columbia - Project Management Certificate
- 2000 - B.C.I.T - Management Certificate in Digital Animation
- 1995 - B.C.I.T - Civil and Structural Drafting and Design