

Will Shepherd Resume

Full Name : William Elvin Shepherd

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Software used in production:

Houdini, 3ds max, Vray, BiFrost, Maya, Unity,
Nuke, Fusion, AfterFX, Zbrush,
Krakatoa, Stoke 2, FumeFX, Afterburn,
Phoenix, Particle Flow, XFlow, Photoshop
Unreal Engine and others.

Production experience in the following areas:

27 years in Film, TV, Game and Advertising VFX

Will Shepherd is a skilled artist, problem solver, and CG supervisor. He has over 27 years of experience using predominantly Autodesk software to achieve the highest quality results for film, games, corporate and television. His leadership is through example and can provide a needed conduit between talent and production challenges. He ensures that the tools and techniques an artist requires to reach the goals are available and understood. In high pressure situations his resolve crystallizes and his energy helps propel the work to its best possible conclusion.

Will was a founding Partner at the Spatial Harmonics Group where he wore many hats during production. Will developed bidding structures, produced VFX work, established production pipelines and CG supervised the commercial and feature work on the floor.

Will is currently freelancing FX and Lighting for cinematic and real time products.

Employment History

2008 – Present WillAnimate / Owner-Artist

Creating FX and Lighting work for film and corporate markets, Will further developed remote working and contracting skills that would eventually bring him feature film work from home. Projects and Clients during this period have been:

- **Captain Marvel (2019)**
- **Spiderman Far From Home (2019)**
- **Terminator: Dark Fate (2019)**
- **Gemini Man (2019)**
- **X-Men: Dark Phoenix (2019)**
- **The Meg (2018)**
- **Justice League (2017)**
- **Nvidia GeForce GTX Promo (Commercial 2016)**
- **State of Texas ("Don't Mess with Texas" Commercial 2015)**
- **Ghouls (Chinese Film 2015)**
- **Lazer Team (2015)**
- **Phenom Films Promo (2015)**
- **Organiponic (Visual Product Design/Render 2015)**
- **JPG Graphics Visualization (Oil & Gas Co. 2014)**
- **Expendables 3 (2014)**
- **Interstellar (2014)**
- **Cadbury Chocolate (Commercial Test 2013)**
- **Qatar Desalination Plant (Promo 2013)**
- **Red Granite Logo (2013)**

- **Black Sails (2013)**
- **Percy Jackson: Sea of Monsters (FX Test 2013)**
- **Touch Pilot (Digital Product 2013)**
- **The Secret Life of Walter Mitty (2013)**
- **K'naan "Hurt me Tomorrow" (Music Video 2012)**
- **Braun Razors (Commercial 2012)**
- **Sea World (Promo 2010)**
- **Mortal Kombat (Promo 2010)**
- **Skiing Everest (2008)**

2012 – 2013 Eclipse VFX / US Chief of Operations

Worked with Sam Khorshid (Creative Dir.: Phenom Films) and Wayne England (VFX supervisor: FuseFX) to explore a US branch for Chinese VFX company Eclipse VFX. Duties involved server and workstation build and administration, remote pipeline testing and exploring workflows for tackling joint US-Chinese VFX work. During 2012 the studio disbanded and Eclipse VFX rolled into the new production company Phenom Films.

2011 – 2012 Spatial Harmonics Group / Partner-Producer-CG Supervisor

After meeting Wayne England (VFX supervisor: FuseFX) and Attila Zalanyi (Destruction VFX Lead: Infinity Ward) on the Sony lot during our work on the Roland Emmerich film **2012 (2009)**, we joined forces to explore the creation of a studio focused on FX work. Our numbers at the peak swelled to 16 contractors in-house.

- **Johnny Walker (Commercial Test 2012)**
- **TED TV (TV Promo 2012)**
- **Lay-z-Boy (Commercial 2012)**
- **Magnum Ice Cream (Commercial 2012)**
- **The Girl with the Dragon Tattoo (2011)**
- **Pantene "Carnival" (Commercial 2011)**
- **Call of Duty Promo (2011)**
- **Motorola Spyder (Commercial 2011)**
- **Microsoft Connect (Commercial 2011)**
- **Lakme "Leaf" (Commercial 2011)**
- **Puerto Rico PR (Commercial 2011)**
- **L'Oreal (Commercial 2011)**
- **Star Hawk (Game Trailer 2011)**
- **Udraw (Commercial 2011)**
- **FlexBelt (Commercial 2011)**
- **Drano (Commercial 2011)**
- **Beats (Digital Product Renders 2011)**
- **TegZwei (Commercial 2011)**
- **Green Lantern (2011)**
- **Lexus (Promo 2011)**
- **Scion (Promo 2011)**
- **Pepsi (Promo 2011)**
- **Journey to the Center of the Earth (2011)**
- **AT&T (Commercial 2010)**
- **Minute Maid (Commercial 2010)**
- **Yogi Tea (Commercial 2010)**
- **Makers Mark (Commercial 2010)**
- **Expedia Cubes (Commercial 2010)**
- **Midnight Sun (Film Test 2010)**

2010 – 2011 Cafe FX / FX TD

I assisted CG FX Lead Sam Khorshid (Creative Dir.: Phenom Films) in the finishing of the FX in the film **Alice in Wonderland (2010)**.

2009 Uncharted Territory / FX Artist

I moved from corporate CG into Film with this job on the Sony lot in Culver City. Volker Engel and Mark Weigart provided an incredible opportunity for some of the best 3dsmax FX and Lighting artists to show their stuff in Colombia Pictures **2012 (2009)**. I met 3 of my future partners here on this awesome project.

2004-2008

Inhance Digital / CG Artist

I discovered Inhance at a transitory phase in San Jose 2004. Within months they moved out of the small house-office and into the Adobe building and began their period of expansion. Both myself and Inhance happened to move to Los Angeles in 2007 and so I reengaged to help support their next phase of growth, which has now led to a massive operation. Projects I contributed to at this time were:

- **Sikorsky S-97 Raider Program (2007)**
- **US Army FCS Program (2007)**
- **Cisco MPLS Program (2007)**
- **Boeing ABL System (2004-2005)**
- **NASA Return to Moon Program (2007)**
- **CBS (2006)**
- **BAE Systems Bradley A3v1 AFV (2006)**
- **Novo Nordisk (Promo 2006)**
- **Raytheon T-Sat Project (2006)**
- **Airlander Promo (2006)**
- **Algerian Airport Defense (2006)**
- **Discovery Channel (2006)**
- **Intel (2005)**

1998-2004

Triplehelix / Owner

Under the TripleHelix DBA I provided design, 3D animation & modelling, advertising layout, and web work. Some clients during this period included:

- **Interscope Records 50 cent/Eminem Promo material (2004)**
- **Falcon-nw Computers (2003)**
- **LordoftheRings.com (2002)**
- **Rare Earth Website (2001)**

1995-1998

Aneiva / Creative Director

I wrote, directed and produced a staff of 9 through the development of the adventure game **Cydonia (1997) and the DVD version Lightbringer (1998)**. This game followed the pattern of success of games such as Myst and the 7th Guest. Unfortunately it did not gain a wide audience despite the best efforts of distributor Dreamcatcher Interactive. A fantastic experience overall as I had the opportunity to learn a custom scripting language (for puzzle work), exploring fringe symbolic languages and weave wild crop circle geometry into the adventure game experience.

1995-1996

Trilobite / CG Artist-Actor

CG work in Southern Oregon in the mid-nineties was a very tight group. I was drawn into Trilobites CG vortex and it was an inspiring time to see these 3D pre-rendered games being developed and sold. I contracted both CG Modelling/Animation and performance for some of these titles during this time:

- **Dog Eat Dog (Shelved 1996)**
- **Clandestiny (1996 -Performed lead role)**
- **The 11th Hour (1995)**

1993-1994

CyberROM Technologies / CG Artist

My first foray into CG Animation began with meeting Verin Lewis and joining in his CG work at CyberROM Tech. Many early projects and explorations of 3D were had at this time, culminating in my first 3D work in **1993's Beyond Time (Dreamcatcher Interactive)**.