

DAVE FUNSTON

310.773.6084 | LOS ANGELES
DAVE.FUNSTON@GMAIL.COM

SKILLS

Leadership, Strategic Planning, Compassion, Communication, Script Breakdown, Bidding, Budgeting, On-set Supervision, Set and Scene Data Collection, HDRI Capture, Understanding of Photography

SOFTWARE - Maya - Animation, Modeling, Lighting, Rendering/ Nuke - After Effects Compositing, etc./ Shotgun - Project Tracking and Management

WORK HISTORY

Zoic Studios 2003 to Present
VFX Supervisor, CG Supervisor, CG artist

Radium Santa Monica, 2002 – 2003
VFX/CG Artist

525 Studios Santa Monica, 2001 – 2002
VFX/CG Artist

Metrolight Studios Los Angeles, 2001 – 2002
VFX/CG Artist

EDUCATION

FULL SAIL UNIVERSITY, Winter Park, FL
Graduated March 2001 Computer Animation Program

ADDITIONAL PROJECTS AND WORK
EXPERIENCE AVAILABLE BY REQUEST

PROFILE

Emmy nominated Visual Effects Supervisor with over 20 year's experience in film, television and commercial pipelines. Extensive knowledge of the pre and post- production process from script breakdown, budgeting, scheduling, shooting, rendering and compositing photoreal CG elements. 12 years leading teams in Los Angeles, New York and Vancouver, BC. 11 years on-set experience for Film and Television combined. Managed and planned multi- million-dollar seasonal budgets vendor side for Netflix, NBC, ABC, FOX, HBO, Cinemax and CW. Created relationships and return clients with open and honest communication. Highly organized and self-motivated with excellent analytical and problem-solving skills. Deliver exceptional product within expected timelines. Personal pride in seeing projects through from conception to post final delivery.

TELEVISION PROJECT HIGHLIGHTS

THE FLASH, CW/Season 7 and 8, VFX Supervisor

- Worked directly with show executives, writers and producers
- Pitched creative ideas for action sequences and gave script input to help shape new look of season 8
- Managed a team of artists for development, RND, and execution of photoreal CGI

SPACE FORCE, Netflix/Season 1, (Current) VFX Supervisor

- Developed scope of season with showrunner and Netflix Execs including Director Greg Daniels and Steve Carell.
- Budgeted all 10 episodes for season 1
- Managed 10+ team of artists for development, RND, and execution of photoreal CGI

OZARK, Netflix/Season 3 and 4, VFX Supervisor

- Worked directly with show executives including Jason Bateman
- Managed a team of artists for development, RND, and execution of photoreal CGI

SANTA CLARITA DIET, Netflix/Season 1, 2, and 3, VFX Supervisor

- Worked side-by-side with show creator and production execs on all three seasons, including Drew Barrymore and Timothy Olyphant.
- Every single season was delivered on budget and on time.

THE 100, CW/Season 4 and 5, In-House VFX supervisor

- 100% Vancouver, BC based artist team
- Worked with Client VFX supervisor remotely.
- Managed team remotely from Los Angeles
- Traveled to BC as needed to work with team in person.

FILM PROJECT HIGHLIGHTS

GROWN UPS 2, CG Supervisor

- Shooting in Boston, MA for VFX sequences and capture of set reference including HDRI photography and data collection
- Developed and managed CG animation/lighting/rendering pipeline

PREMIUM RUSH, CG Supervisor

- Integrated and Developed Craft Vehicle simulation tool into production pipeline
- Developed and managed CG animation/lighting/rendering pipeline

FAST AND FURIOUS, CG supervisor

- Supervised photoreal CG car crash sequence
- Developed animation, shaders and lighting pipeline