

Ian Fenton

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Visual Effects and Real-Time Supervisor | New Business Development Specialist

PROFESSIONAL SUMMARY

VFX Supervisor, Creative Director, and Studio Leader with 20+ years driving commercial outcomes across episodic, film, and gaming. Track record of scaling high-performance VFX and real-time pipelines, reducing production costs, and delivering complex multi-department projects on time and on budget. Specializing in pitching new business, developing AI/real-time creative workflows, coaching artists into top-tier talent and solving the hard problems between creative ambition, technical execution, and commercial reality.

KEY SKILLS

VFX Supervision · New Business Creative Development · Real-Time Pipeline Development · AI/ML Creative Workflow · CG Direction · Production Leadership · Team Building & Coaching · Production Bidding & Scheduling · Performance Capture Direction · Virtual Production · Client Pitching · Pre/Tech/Post-Visualization · Concept Development · Script Writing

EXPERIENCE

Zoic Studios | VFX Supervisor · Oct 2017 to Jul 2024 | Real-Time Dept. VFX Supervisor · Feb 2021 to Jul 2023 *200-300 person VFX production studio*

In-house VFX Supervisor across 30+ episodic, gaming, and commercial productions. Partnered with Executive Creative Directors on new business development and pipeline optimization, while managing end-to-end shot execution. Led the creation and operation of Zoic Studios' Real-Time VFX department by building the team, and mapping the workflow infrastructure from scratch to deliver broadcast-quality Real-Time renders and Pre/Post/Tech Visualization across 20+ premium episodic productions.

- Contributed directly to new business wins by co-developing creative pitches and production bids alongside Executive Creative Directors, producing visual treatments, formulating technical executions and cost models that translated into contracted productions.
- Sustained multi-season client relationships across WB, Sony, Netflix, and Fox by delivering consistent on-time, on-brief VFX and pre/post production for flagship episodic titles including Chilling Adventures of Sabrina (S01/S02), Stargirl (S01), and Superman & Lois (S01).
- Reduced average Real-Time shot turnaround across 20+ episodic productions by establishing a purpose-built Unreal Engine production pipeline, decreasing per-episode render costs and allowing the department to scale output across 6–8 concurrent productions annually.

- Cut on-boarding time for new Real-Time artists by developing standardized pipeline documentation, scene templates, and shot-hand off departmental protocols, enabling faster ramp-up on mid-season crew hires.
- Drove Real-Time department growth by leading artist and supervisor recruitment, building a core roster capable of handling simultaneous Pre-Viz, Post-Viz, Final Pixel, and Full CG deliverables within a single production cycle.
- Expanded studio revenue streams by introducing Tech-Visualization content workflows, creating new service offerings that broadened the scope of client engagements beyond traditional VFX.
- Won Epic Games Unreal Mega Grant by demonstrating quantifiable production efficiency gains through Real-Time pipeline innovation, securing external R&D funding for continued skills development and validating the studio's Real-Time production methodology.

Select Credits:

Superman & Lois S01 · WB / Chilling Adventures of Sabrina S01-S02 · WB / Netflix / Stargirl S01 · WB / Deadly Class S01 · Sony / The Midnight Club S01 · Netflix / The Sympathizer S01 · HBO / 1923 S01 · Paramount+ / For All Mankind S03 · Apple TV+ / Sweet Tooth S01 · Netflix

Waterproof Studios | Creative Director / Cinematics Director / VFX Supervisor · Jan 2013 to Apr 2017 *50-100 person CG, Real-Time, VFX, and Motion Design studio*

- Delivered CG, real-time, trailer, and VFX projects from script concept to final delivery on time and within budget by managing in-house teams, freelancers, and vendors against defined milestones.
- Strengthened new business pipeline by leading client pitches, managing production bids, and representing the studio at trade shows, securing AAA game and entertainment client wins.
- Reduced rework and late-stage revisions by delivering scalable pipeline solutions optimizing review processes, and department workflows.
- Expanded studio capability by directing and casting performance capture shoots (body, facial, stunt), enabling higher-value integrated CG/live-action productions.

Select Credits:

Injustice 2 Cinematics · NetherRealm | WB / Mortal Kombat X Cinematics · NetherRealm | WB / XCOM 2 Launch Trailer · Firaxis | 2K / Civilization Beyond Earth Trailers · Firaxis | 2K / Shadow of the Beast Launch Trailer · Heavy Spectrum | Sony

Goldtooth Creative | Associate Creative Director · Jan 2012 to Dec 2012 | Trailer & Cinematics Director · Feb 2010 to Jan 2012 *50-100 person CG, Real-Time, VFX, and Motion Design studio*

- Earned two promotions in under three years, Senior Motion Design Artist to Project Director to Associate Creative Director by consistently delivering high-quality creative outcomes and expanding production and business development responsibilities.

- Directed 300+ minutes of game cinematics and campaign media by leading cross-functional CG, animation, and real-time teams from brief to delivery, aligned with client brand and marketing objectives.
- Increased campaign effectiveness for AAA clients by partnering with marketing teams to develop and script CG and gameplay trailer campaigns tied to platform launch timelines.

Select Credits:

Crysis 3 Cinematic · Crytek | EA / Sleeping Dogs · Square Enix / Prototype 2 · Radical | Activision / Deus Ex: Human Revolution · Eidos | Square Enix / FIFA 11 Launch Trailer · EA Sports / Little Big Planet Karting · UFG | Sony

EARLIER ROLES

Supervisor / Lead Compositor | Five VFX · May 2007 to Feb 2010: Supervised compositing teams across concurrent episodic productions to deadline.

Compositor | The Embassy VFX · Mar 2009 to Jun 2009: VFX compositing on District 9

Compositor | Stargate Digital · Sep 2005 to Mar 2006: VFX compositing on episodic productions

Lead Compositor / Compositor | Bardel Entertainment · Apr 2003 to May 2007: Built compositing expertise across long-form CG and 2D pipelines at one of Canada's largest animation studios.

Owner / Freelance VFX & Motion Design | 1134media · Aug 2000 to Dec 2015: 15-year independent practice across commercial, broadcast, and digital

TECHNICAL SKILLS

Unreal Engine | Nuke | Maya | 3ds Max | MotionBuilder | Cinema 4D | Adobe Creative Suite | Avid | Flow Production Tracking | Microsoft Excel / Word

EDUCATION

Vancouver Film School, New Media Program | Sheridan College, School of Business, Advertising | University of Guelph, Bachelor of Arts (Honours)

References available upon request.

Credit List

Zoic Studios | Real-Time Dept. VFX Supervisor

2024 'The Sympathizer' S01E01/02 (HBO)
2023 'La Brea' S03E06 (NBC)
2023 'Secret Invasion' S01E02 (Disney+)
2023 '1923' S01E05/06 (Paramount+)
2023 'The Flash' S09E01/04/05/09/10/11/12/13 (CW)
2022 'Stargirl' S03E01/13 (WB)
2022 'The Peripheral' S01E01 (Amazon)
2022 'Paper Girls' S01E03/04/05 (Amazon)
2022 'The Midnight Club' S01E05 (Netflix)
2022 'For All Mankind' S03E05-010 (Apple TV)
2022 'Dark Winds' S01E01 (AMC)
2022 'The Boys' S03E03 (Amazon)
2021 'See' S02E08 (Apple TV+)
2021 'Epic' S0101 (Pilot) (ABC)
2021 'The Flash' S08E01/12/13 (CW)
2021 'Stargirl' S02E13 (WB)
2021 'Sweet Tooth' S01E01 (Netflix)

Zoic Studios | VFX Supervisor

2021 'Superman & Lois' S01E01/02 (WB)
2020 'Unreal Mega Grant' (Epic)
2020 'Stargirl' S01 (WB)
2019 'Deadly Class' S01E03/04/05/06/09 (Sony)
2018 'Chilling Adventures of Sabrina' S01/S02 (WB/Netflix)
2018 'The End of the World as We Know It' (WB) Pilot
2017 'The Exorcist' S02E10 (Fox) - In-House VFX Supervisor
2017 'Regions Bank - Break Room & Aversion Therapy' Commercial Spots
2017 'Rainbow Six Siege - Free Weekend Trailer' (Ubisoft)

Waterproof Studios | Creative Director / Cinematics Director / VFX Supervisor

2016 'Injustice 2' Game Cinematics (NetherRealm/WB Interactive Ent.) - Creative Director
2016 'Battleborn' Story Trailer (Gearbox/2K Games) - Creative Director
2015 'Civilization BE' Rising Tide Trailer/Cinematic (Firaxis/2K Games) - Director
2015 'XCOM 2' In-Engine Launch Trailer (Firaxis/2K Games) - Creative Director
2015 'Shadow of the Beast' Cinematics (Heavy Spectrum/Sony) - Creative Director
2015 'Mortal Kombat X' CG Intro Cinematic (NetherRealm/WB Interactive Ent.) - Creative Director
2015 'Mortal Kombat X' In-Engine Cinematics (NetherRealm/WB Interactive Ent.) - Creative Director
2014 'Civilization BE' The Chosen Trailer/Cinematic (Firaxis/2K Games) - Director
2014 'Extraterrestrial' Film VFX (Pink Buffalo) - VFX Supervisor
2013 'Shadow of the Beast' CG Launch Trailer (Heavy Spectrum/Sony) - Director
2013 'Severe Red' CG Short (Waterproof Studios) - Director

Goldtooth Creative | Associate Creative Director / Trailer & Cinematics Director

2012 'Crysis 3' CG Intro Cinematic (Crytek/EA) - Director
2012 'Little Big Planet Karting' CG Cinematics (United Front Games/Sony) - Director
2012 'Sleeping Dogs' NIS Cinematics (United Front Games/Square Enix) - Associate Creative Director
2012 'Sleeping Dogs' Story Trailer (United Front Games/Square Enix) - Director
2012 'Sleeping Dogs' Hong Kong-BTS Trailer (United Front Games/Square Enix) - Director
2012 'Sleeping Dogs' Trailer Campaign (United Front Games/Square Enix) - Associate Creative Director
2011 'Goldtooth Creative' Xmas Card - Composer
2011 'Prototype 2' Title Sequence/Daddy's Coming Home Trailer (Radical/Activision) - Director
2011 'Prototype 2' Web-of-Intrigue Cinematics (Radical/Activision) - Director
2011 'Mortal Kombat Legacy' Webisodes S01 (WB Interactive Entertainment) - Motion Designer
2011 'Madden 12' Broadcast Package (EA Sports) - Director/Designer
2010 'SSX' Spike TV Video Game Awards CG Trailer (EA) - Director
2010 'Tron: Legacy' Cinematic (Propaganda Games) - Director
2010 'Deus Ex: Human Revolution' Title Sequence (Eidos/Square Enix) - Composer
2010 'Deus Ex: Human Revolution' Cinematics (Eidos/Square Enix) - Motion Design Supervisor
2010 'FIFA 11' Launch Trailer (EA Sports) - Director
2010 'FIFA 11' TV Spot/Game Intro Cinematic (EA Sports) - Director
2010 'Madden 10' Cinematics/Boot Screens (EA Sports) - Motion Designer
2010 'Deus Ex: Human Revolution' Sarif Industries Trailer (Eidos/Square Enix) - Composer
2010 'Deus Ex: Human Revolution' Game Trailers (Eidos/Square Enix) - Composer/Motion Designer
2010 'NBA Elite 11' Launch Trailer (EA Sports) - Motion Designer Supervisor
2010 'Spider-Man Shattered Dimensions' (WB Interactive Entertainment) - Post-Supervisor
2010 'Need For Speed: Hot Pursuit' Trailer/Logo (EA) - Motion Designer

Supervisor / Lead Composer | Five VFX

2009 'Love' Film (Angels & Airwaves) - Supervising Composer
2009 'Riverworld' MoW (RHI) - Lead Composer
2009 'The Stranger' MoW (TMN) - In-House VFX Supervisor
2008 'Kung Fu Killer' MoW (RHI) - Lead Composer
2008 'Hard Ride To Hell' MoW (RHI)- Supervising Composer
2008 'Do You Know Me' MoW (RHI)- Lead Composer
2007 'Flash Gordon' S01 (RHI) - Lead Composer

Composer | The Embassy VFX

2009 'District 9' Film (Sony) – Composer

Lead Composer / Composer | Bardel Entertainment

2006 'Viva Pinata' S01 (4Kids Entertainment) - Lead Composer

Composer | Stargate Digital

2005 'Supernatural' S01 (WB) - Composer
2005 'Killer Instinct' S01 (Fox) - Composer
2005 'The Dead Zone' S03/04 (Lions Gate) – Composer

Owner / Freelance VFX & Motion Design | 1134media

2008 'Monster Cable' Web Features Media (Blink Media) - Motion Designer
2008 'Jenny Craig' Animation (RJ Sauer/Blast Radius) - Motion Designer
2008 'Canadian Olympic Committee' Promo Video (Playground Media) - Motion Designer
2008 'Dell' Product Detail Media (RJ Sauer/Blast Radius) - Motion Designer
2008 'Monsoon Hava' Web Features Media (Blink Media) - Motion Designer
2008 'Morgan Guitars' Logo Animation (RJ Sauer) - Motion Designer
2008 'Quattro Restaurants' Logo and Online Recipe Inserts (RJ Sauer) - Motion Designer
2007 'Madden 7' Game Features Trailer (RJ Sauer/Blast Radius) - Motion Designer
2007 'AOL-Kids On Line' Promo Video (RJ Sauer/Blast Radius) - Motion Designer
2007 'Robosep' Animation and Inserts (RJ Sauer) - Motion Designer
2007 'NAU Clothing' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer
2007 'AOL Shopping' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer
2007 'Direct TV' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer
2007 'Need For Speed Carbon' Game Features Trailer (RJ Sauer/Blast Radius) - Motion Designer
2007 'Virtual Me' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer
2005 'Hockey and High Heels' Website (HaHH) - Designer/html Coder
2005 'Cornerstone Wine & Spirits' Website (CWS) - Designer/html Coder
2005 'Lucky Dog Walking' Website (1134) - Flash Designer/html Coder
2005 'St. Marys Cottages' Website (1134) - Designer/html Coder
2003 'Nautilus Info Systems' Website (1134) - Flash Designer/html Coder
2002 'Durham College' 17 x Web Tutorials (DC) - Flash Animator / html Coder
