

Emile Edwin Smith

Visual Effects Supervisor | CG Artist | Producer | Director | Writer

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PROFESSIONAL EXPERIENCE

Freelance – *Director / Writer / VFX Supervisor (2023-current)*

- Directed and wrote original projects while supervising visual effects.

Alkemy X, New York – *Creative Director / VFX Supervisor (2018 – 2023)*

- Led visual effects and creative direction on high-profile projects.
- Supervised teams, ensuring seamless integration of VFX into production pipelines.
- Explored and implemented AI tools to enhance visual effects workflows.

The Asylum, Los Angeles – *Director / Writer / VFX Supervisor (2012 – 2017)*

- Directed and wrote four feature-length films, maximizing VFX to enhance production value.
- Managed VFX teams and integrated practical and digital effects.

Entity FX, Los Angeles – *VFX Supervisor (2012 – 2017)*

- Supervised VFX teams for major television and film projects.
- Led teams in using AI-assisted tools for compositing and VFX optimization.

Industrial Light & Magic (ILM), San Francisco – *Senior Technical Director (2009 – 2010)*

- Worked on major feature films, ensuring high-quality visual effects and CGI integration.

Electronic Arts (EA), Los Angeles – *Cinematic Director / CG Supervisor (2006 – 2007)*

- Led cinematic direction and CG supervision for AAA game titles.

Zoic Studios, Los Angeles – *VFX Supervisor (2002 – 2009)*

- Supervised VFX teams on notable film and television productions, including *Firefly* and *Battlestar Galactica*.

Radium, Los Angeles – *VFX Supervisor (2002)*

- Managed digital effects for commercials and short-form content.

Foundation Imaging, Los Angeles – *VFX Supervisor (1996 – 2002)*

- Led CGI and visual effects for television series and films.
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EDUCATION

University of California, San Diego – B.A. in Visual Arts (1992 – 1996)

SKILLS & EXPERTISE

- **Directing & Writing:** Directed and wrote multiple feature films, short films, and television projects.
 - **VFX Supervision:** Led teams on-set and in post-production across film, TV, commercials, and games.
 - **CGI & Animation:** Expert in 3D animation, FX, compositing, and real-time rendering.
 - **AI & Emerging Tech:** Implementing AI-assisted VFX tools, automation, and machine learning enhancements.
 - **Photography & Cinematography:** Drone and underwater filmmaking experience.
 - **Team Leadership:** Mentoring and managing VFX teams of various sizes across global locations.
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AWARDS & RECOGNITION

- **2015 Atlanta Horror Film Festival** – Best Sci-Fi Feature/Director (*Flight World War II*)
 - **2015 Atlanta Horror Film Festival** – Best VFX (*Flight World War II*)
 - **2015 Telly Award** – Best VFX (*MegaShark vs MechaShark*)
 - **2014 Golden Cobb Award** – Best Film (*MegaShark vs MechaShark*)
 - **2004 Visual Effects Society Award** – Best VFX in a TV Movie (*Battlestar Galactica*)
 - **2004 Emmy Nomination** – Special Visual Effects (*Battlestar Galactica*)
 - **2003 Emmy Award** – Outstanding Visual Effects (*Firefly*)
 - **2003 Visual Effects Society Award** – Best VFX in a Series (*Firefly*)
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SELECTED PROJECTS

Directing & Writing

- *Ice Sharks* – Director/Writer/VFX Supervisor
- *Flight World War II* – Director/VFX Supervisor
- *Age of Ice* – Director/Writer/VFX Supervisor
- *Mega Shark vs Mecha Shark* – Director/VFX Supervisor
- *The Grove* (Short Film) – Director/Writer/Producer
- *Starship Troopers: Roughnecks* – Director/VFX Supervisor/DP/Producer

Film VFX

- *Rango* – Technical Director
- *Avatar: The Last Airbender* – Technical Director
- *Serenity* – CG Supervisor
- *The Jackal* – Lead Animator
- *Batman: Subzero* – Lead Animator
- *Mimic 2* – CG Supervisor

Television VFX

- *Power (STARZ)* – VFX Supervisor
- *Blindspot (NBC)* – VFX Supervisor
- *SMILF (Showtime)* – VFX Supervisor
- *Sharknado (1,2,3)* – VFX Supervisor
- *Battlestar Galactica* – VFX Supervisor (*Emmy-nominated*)
- *Firefly* – VFX/DFX Supervisor (*Emmy-winning*)
- *CSI* – Digital Artist
- *Buffy the Vampire Slayer* – Digital Artist
- *Star Trek: Voyager* – CG Supervisor

Commercial & Game VFX

- *Tiberium (EA)* – Cinematics Director
 - *Medal of Honor: Airborne (EA)* – Supervising Artist Support
 - *Command and Conquer: Tiberium Wars (EA)* – VFX Supervisor
 - *Lexus, Cadillac, UPS* – VFX Supervisor
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PROFESSIONAL AFFILIATIONS

- **Academy of Television Arts & Sciences**
- **Visual Effects Society**