

# Doug Kennedy

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**VFX Supervisor | CG Supervisor | VFX Technical Director**

**Hybrid Production • On-Set Supervision • CG Pipelines • AI-Assisted Workflows**

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## Professional Summary

VFX & CG Supervisor, CG Generalist and Technical Director with over 20 years of experience across broadcast, film, advertising and branded content. Experienced in on-set VFX supervision, hybrid production workflows and CG pipeline development, collaborating closely with Directors, DoPs, Producers and post-production teams to translate creative ideas into practical production solutions.

Career includes work with major studios and broadcasters including **Sky, Amazon Studios, Netflix and Paramount+**, alongside leading a boutique studio delivering broadcast design and visual effects. I specialise in bridging traditional VFX craftsmanship with emerging production technologies, combining on-set supervision, CG pipelines and compositing workflows to deliver efficient hybrid productions. I am particularly interested in pipelines integrating practical photography, CG, virtual production, real-time tools and emerging AI-assisted workflows.

## Selected VFX Supervision & CG Leadership Credits

**VFX Supervisor: Anansi Boys** — Amazon Studios / Spider Pictures

Supervised VFX from pre-production through post including previs & postvis development, on-set supervision and vendor coordination.

**VFX Supervisor: The Chemistry of Death** — Paramount+ / Cuba Pictures

On-set VFX supervision and production planning, coordinating capture requirements and documenting shots for post integration.

**VFX Supervisor: This Is Christmas** — Vertigo Films / Sky

On-set supervision advising the director and DoP on capture methods to support successful VFX integration.

**VFX Supervisor: Super/Man: The Christopher Reeve Story** — Passion Pictures

Developed CG shot design, previs and look development workflows; delivered editorial VFX selects and title sequences.

**VFX & CG Supervisor: NBA "Gift of the Game" Campaign** — Passion Pictures

Supervised CG production and served as on-set VFX supervisor for live-action shoot integrating animated NBA action figures.

**VFX Supervisor & Lead Comp: Cadburys better the hide better the hunt** — Passion Pictures

On-set VFX supervision and production planning of stop motion shoot. Rig removal and VFX compositing.

**CG Supervisor: Dance Monsters** — Netflix / Lime Pictures / Realtime UK

Supervised ingest, layout, CFX and lighting departments, maintaining quality control across CG pipeline output. Troubleshooting motion capture and camera data.

**CG Supervisor: Migros "The One" Christmas Campaign** — Passion Pictures

Supervised CG lighting, look development & tracking for animated characters integrated with live action.

## Key Skills

### VFX Supervision

- On-set VFX supervision
- Hybrid production planning
- Shot design & previs
- Vendor coordination
- Director & DoP collaboration

### Hybrid Data Capture

- HDRI capture
- Grey / chrome ball reference
- Perspective reference photography
- Colour and shadow reference
- Camera, lens & lens grids
- Photogrammetry / LiDAR / Gaussian Splatting
- Witness cameras & 360 set reference

### Pipeline & CG

- Blender / Houdini / Maya / Unreal / Substance
- Nuke & After Effects compositing pipelines
- CG lighting & look development
- Animation & simulation workflows
- Tracking & motion capture troubleshooting

### Leadership

- Supervising artists & vendors
- Mentoring junior artists
- Pipeline troubleshooting
- Cross-department coordination

## Professional Experience

### Founder / VFX Supervisor / CG Supervisor – Undabo Studios (2005 – Present)

Founder and creative lead of a boutique CG and VFX studio delivering visual effects, broadcast design and branded content projects for agencies, broadcasters and production companies.

- Supervising VFX projects from concept through delivery, including on-set supervision.
- Designing CG pipelines across multiple 3D and compositing platforms.
- Managing teams of freelance artists and coordinating external VFX vendors.
- Collaborating with directors and production teams on VFX planning and execution.
- Originally incorporated to service work for Sky One broadcast graphics and idents.

## Software & Tools

Houdini  
Maya  
Blender  
Unreal Engine  
Substance  
ComfyUI etc

Nuke  
After Effects  
DaVinci Resolve  
Coding & vibe coding (various)  
Flow Production Tracking etc  
Deadline etc

## Education

MA Computer Animation (Distinction) – University of Teesside

BA (Hons) Creative Visualisation – First Class – University of Teesside