



“Patrick Murphy is a brilliant vizualist. His ability to meld content and develop a look for a project or shot is a unique and highly sought after skill in the post production industry.”

LinkedIn Testimonial. See more at <http://www.linkedin.com/in/pfmurphy>

PROFILE

Accomplished animation, stereoscopic and visual effects management professional with twenty-six years' experience serving a variety of roles in TV/Film production and post. Engaged, strategic, focused and possessing an impeccable work ethic resulting in extensive accolades for creating production strategies that optimize operations, financial returns and client satisfaction. Articulate and persuasive with emphasis on collaboration and mentorship to cement trust and build relationships between artists, clients, directors, management and studios. Offering a SMART (Specific, Measurable, Attainable, Realistic and Timely) approach through the unique combination of creative, technical and managerial expertise that makes the things people want to happen, become the things that will happen.

CORE COMPETENCIES

- Team Building and Skills Development
- Production Methodology Risk/Cost Assessment
- 2D/3D Application & Workflow Proficiency
- VFX Supervising, Producing and Compositing
- Database/Pipeline Design and Development
- Professional Trainer, Demo Artist & Public Speaking

SOFTWARE & SKILLS

- Adobe Products
- Unity
- Lua/Python/Java
- Avid Products
- Autodesk Maya
- Plate Production
- Nuke
- Autodesk Flow
- Element Creation
- Resolve
- MySQL
- CG Pre-visualization

QUALIFICATION HIGHLIGHTS

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| Training & Development | <ul style="list-style-type: none">• Planned, evaluated and revised training course curricula, content, materials, and methods of instruction.• Established performance measurements and initiated employee training and development programs boosting team morale, artist motivation and contributing to a 100% employee recidivism rate.• Led a series of purchases, upgrades and application enhancements for workstations, machine room & edit suite equipment, completing the project \$300k under budget. |
| Process Analysis & Initiative | <ul style="list-style-type: none">• Designed a stereoscopic conversion pipeline that reduced labor requirements by 41% and production timelines by 15%.• Designed and developed a pioneering post production/animation pipeline that empowered management/production company, The Collective, and creator Dane Boedigheimer to make the leap from YouTube to TV with the online sensation “Annoying Orange.”• Effectively communicated costs/risks assessment of VFX proposals in conjunction with possible solutions to influence decisions made by on set and by Visual Effects Supervisors and Producers on over 120 film and TV productions. |
| Production Methodology & Supervision | <ul style="list-style-type: none">• Excellent script analysis yielding highly accurate breakdowns, bids, schedules and resource/material estimates. |

- Panoramic HDRI Plate Photography for 2D/3D environments/PTEX painting workflows, design CG Pre-visualization for motion-control/live-action photography, Lighting and Camera Supervision on complex blue/green screen photography
- Managed consecutive project timelines and proved the accuracy of EVM, Agile, SCRUM, etc. project management principles for TV/Film production environments.

EMPLOYMENT HISTORY

Professor of Visual Effects

Savannah College of Art and Design ~ 08/22 – 09/25

General Manager | Post Production Supervisor

Kappa Studios, Inc. ~ 02/17 - Present

Director of Mixed Reality

Radiant Images ~ 12/13 – 5/15

V.P. Stereoscopic Services |Lead Stereographer

Illuminate Hollywood 3D, and HTV Company ~ 04/10 – 11/13

Managing Director | VFX Supervisor | VFX Producer

Larry Levinson Productions, LLC 05/04 – 05/09

Stereoscopic Compositing Supervisor | Stereoscopic Technical Director

Prime Focus, PLC ~ 06/09 - 04/10

Partner | VFX Producer

Red Engine Productions, LLC ~ 2005 - 2008

Senior Compositor | Sequence Supervisor

Entity FX ~ 2006 – 2008 freelance

Senior Artist | Compositing Supervisor

OCS/Pixel Magic ~ 2000 – 04/04

Artist | Trainer | Product Manager

Quantel Inc. ~ 1996 - 1999

SPEAKING ENGAGEMENTS

“The Art of Entertainment”

Last Chance Productions Film Partners, LLC, 11/07/2022

“The VFX Process with Patrick Murphy”

The Producer Podcast, 09/23/2022, podcasts.apple.com

“Inside the Post House with Patrick Murphy”

The Producer Podcast, 10/01/2021, podcasts.apple.com

"From Concept to Delivery: The Fusion of New Media and Storytelling"

National Association of Broadcasters Convention, 04/07/2013

AWARDS

Visual Effects Society Award winner for Outstanding Visual Effects in a Broadcast Program

Tumble Leaf, 2019

HTC Vive's VR for Impact Grant Recipient

The Extraordinary Honey Bee, 2017

Shorty Social Awards Winner

The Extraordinary Honey Bee, 2017

Visual Effects Society Award winner for Outstanding Visual Effects in a Broadcast Program

Battlestar Galactica: Blood & Chrome, 2012

Visual Effects Society Award Nominee for Outstanding Visual Effects in a Feature Motion Picture

Harry Potter and the Deathly Hallows: Part 1, 2010

Visual Effects Society Award winner for Outstanding Compositing in a Motion Picture

Spider-Man 2, 2004

EDUCATION

Dolby ATMOS and DOLBY Vision Certified, Dolby Laboratories

B.A., Fairfield University, CT