

# Caleb Knueven

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## Profile

I have been working in the film and television industry for eleven years as a Visual Effects Artist and Supervisor. I have worked on countless films and television shows that have given me a rewarding and invaluable insight into the film and television industry. I'm currently looking for new challenging opportunities that allow me to work on creative and inspiring projects while partnering with collaborative individuals to engage and excite audiences.

## VFX Supervision

<b>High Potential</b>	Television	ABC	2025-2026
<b>USBank / Happy Gilmore 2</b>	Commercial	Happy Madison	2025
<b>RUBIK'S TRACKS</b>	Commercial	Perplexus	2025
<b>Two Old Women</b>	Short Film	Deenaadai Productions	2025
<b>Trap House</b>	Feature	Dogbone, Scott Free	2024
<b>AFRA/D</b>	Feature	Sony/Blumhouse	2022-2024
<b>NCIS S05</b>	Television	CBS	2022
<b>Insidious 5</b>	Feature	Sony/Blumhouse	2022-2023
<b>Shooting Stars</b>	Feature	Universal	2022
<b>Station 19 S05</b>	Television	ABC	2022
<b>Love,Victor S03</b>	Television	20th Television	2022
<b>Super Pumped S01</b>	Television	Showtime	2022
<b>This Fool S01</b>	Television	ABC	2022
<b>AT&amp;T Life Gigified</b>	Commercial	AT&T	2022
<b>Simply Holidays</b>	Commercials	Buzzfeed	2021
<b>Black-ish S08</b>	Television	ABC	2021
<b>Workout Training</b>	Commercial	iFit	2021
<b>League of Legends</b>	Music Video	Riot Games	2021
<b>Infestation</b>	Pilot	Independent	2020
<b>NCIS S15-18</b>	Television	CBS	2018-2020
<b>Countdown</b>	Feature	STX	2019
<b>Stucco</b>	Short	Zeiss	2019
<b>The Scent of Rain and Lightning</b>	Feature	Independent	2017
<b>Ctrl Alt Delete</b>	Feature	Independent	2016

## VFX Compositor

Halon: Lead Postvis Artist - May 2021-August 2021

As a Lead Postvis Artist, my responsibilities were to help the editorial team visualize the film in the edit. We worked with a previs team to import assets into Maya to get them ready for export to the Unreal Engine. Once in Unreal we helped set the look of the scene before exporting for compositing. The composited shots help the editorial team edit the film with better visuals than actors against a blue screen.

FuseFX: Senior Compositor - January-March 2020 and February-April 2021

I was hired by FuseFX to work on the show Hollywood and The Kominsky Method as one of their Senior Compositors. As one of their compositors I helped complete some of the more complex shots including tricky split screen effects with moving cameras, multiple camera projections and fluid morph shots.

Stargate Studios: Compositing Supervisor - 2017-2019

As the Compositing Supervisor I worked with our creative and executive teams across our multiple facilities, domestic and abroad. In addition, I assigned VFX work to the artists across these facilities and oversaw the final shots on a variety of shows, most recently "The Resident," "Ray Donovan," and "Grey's Anatomy." The most recent film that I supervised was "The Happytime Murders," directed by Brian Henson. As the Compositing Supervisor, I was responsible for executing the director's creative vision. I helped lead the team to finish over 1000 VFX shots and maintained the high standard of creative and technical vision throughout the film.

Stargate Studios: Digital Compositor - 2011-2017

In my role as a Digital Compositor, I worked on a variety of shows over these five years and was responsible for creating and comping visual elements within shots. For two of these shows, I served as the lead compositor. As the lead, I created signature effects that are used throughout the shows' seasons. I strived to help grow emerging artists and nurture talented artists within our company.

Ready Player One: VFX Reference Camera Operator - May 2017

I was brought on board to operate one of the multiple VFX reference cameras for the feature Ready Player One. As such, my job was to capture the action of multiple motion capture characters as they preformed their movements and actions.

## Education

University of Kansas, Lawrence KS - BGS Film and Media Studies, 2011

## Skills

VFX. Writing. Directing. Editing. Photography. Grip and Lighting.

Software: Nuke. Pf Track. Mocha. Audition. Lightroom. Photoshop. After Effects. Premiere. Final Cut Pro. Cinema 4D. Maya. Unreal.