


MATTEO VEGLIA

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UK Citizen 

Canadian PR 

A hard working, organised and thoughtful VFX Producer, passionate about all areas of my work. Whether the work is big or small, I work tirelessly to ensure a high quality, efficient and technologically progressive experience.

Experience

CLIENT VFX PRODUCER - VANCOUVER, CANADA - FEB, 2024 - MAY, 2025

for Studios

- **Zombie 4: Dawn of the Vampires (Disney)** - 1100 shots, complex CG, finished under budget

VFX PRODUCER - VANCOUVER, CANADA - OCT, 2024 - PRESENT

for GMUNK Studios

- **Tron: Ares (Disney)**

HEAD OF STUDIO / VFX PRODUCER - VANCOUVER, CANADA - MAR, 2023 - FEB, 2024

for Cantina Creative (Vancouver)

- Ran a full service studio, office & team, top to bottom, on many shows and successfully tackled the 2023 industry strikes.
- Planned and executed all studio networking and compute infrastructure, employing a hybrid-cloud system.
- **Producer** capacity for *Carry-On (Netflix)*, *In the Blink of an Eye (Disney)* & *Star Wars: Skeleton Crew (Lucasfilm)*

VFX PRODUCER - VANCOUVER, CANADA - MAR, 2022 - MAR, 2023

for Distillery VFX

- **Outsource Producer** overseeing all outsourcing across the studio, at any one time this means covering financials to progress tracking of 300-400 shots. This role also saw me build the ShotGrid/Production workflows for this division.
- **Producer** capacity for *Star Wars: Skeleton Crew*, *Star Wars: Ahsoka*, *Schmigadoon!*, *The Last of Us* and *The Mandalorian*

LINE PRODUCER - WELLINGTON, NEW ZEALAND - FEB, 2020 - MAR, 2022

for Weta Digital

- **Moon Knight** (400 shots, 2022), **Peacemaker** (800 shots, 2022), **The Eternals** (500 shots, 2021), **Falcon and the Winter Soldier** (200 shots, 2021) & **The Suicide Squad** (400 shots, 2021)
- also **Shotgun Representative**. A role which saw me representing all the studios backend departments (inc. artists) to push for changes, upgrades, workflow with internal engineering and externally to Autodesk/ShotGrid.

SENIOR VFX COORDINATOR - INDUSTRIAL LIGHT & MAGIC - VANCOUVER, CANADA - DEC, 2018 - JAN, 2020

- **007: No Time To Die (2021)** for ~400 shots - **As Production Manager**
- Management of COMP team (45 artists), schedule (~1100 shots) and reviews on **Terminator: Dark Fate (2019)**
- Part of the steering group to bring Shotgun to ILM for the first time with Terminator as the pioneering show for the company.

CENTRAL PRODUCTION MANAGER - PIXOMONDO - VANCOUVER, CANADA - JUNE, 2018 - DEC, 2018

VFX COORDINATOR - SCANLINE VFX - VANCOUVER, CANADA - MAY, 2017 - MAY, 2018

PRODUCTION COORDINATOR - MPC - VANCOUVER, CANADA - JAN, 2016 - APR, 2017

GUEST LECTURER & MENTOR - FALMOUTH UNIVERSITY - FALMOUTH, UK - 2016 - 2022

LIGHTING PRODUCTION ASSISTANT - SKYDANCE ANIMATION - LAS ROZAS, MADRID, SPAIN - JULY, 2015 - JAN, 2016

Education

Animation and VFX (BA honours) at Falmouth University - **2:1 (Upper Division) with Honours**

Diploma in Computer Science, Diploma in Sociology, The Kings of Wessex - Jun, 2012

References - Available upon request