GEOFF LEAVITT

Visual Effects Supervisor | On-Set VFX | 3D Artist | Architectural Visualization | Pre-Viz

Los Angeles, CA | (818) 825-0676 | gleavitt@mac.com | linkedin.com/in/geoffleavitt | www.geoffleavitt.com

Creative leader with 20+ years delivering high-impact visual effects, 3D modeling, animation, architectural visualization, and motion graphics across entertainment, advertising, and corporate projects. Expert in Maya, 3ds Max, Adobe Creative Suite, Blender, ZBrush, and Nuke Studio, with a proven record of leading teams of 20+ artists and managing multi-million-dollar budgets on major network and streaming productions.

TECHNICAL SKILLS

- **Software:** Maya, 3ds Max, Houdini, Blender, ZBrush, Nuke Studio, Unreal Engine, Substance Painter, Substance Designer, Adobe Creative Suite
- **Expertise:** VFX Supervision, On-Set VFX, 3D Modeling, Motion Graphics, Previsualization, Compositing, Project Management, Team Leadership

PROFESSIONAL EXPERIENCE

On-Set Visual Effects Supervisor
Mar. 2026 - Jul. 2026

MGA Entertainment / Disney+ | South Korea

- Embedded on set as On-Set VFX Supervisor for an international live-action production, providing real-time technical and creative guidance to directors, cinematographers, and production crews.
- Captured critical reference data, including lighting HDRIs, witness camera footage, and on-set measurements, to guarantee seamless post-production VFX integration.
- Tracked all VFX shot requirements and on-set notes, maintaining production continuity and workflow efficiency across departments.

Visual Effects Supervisor
Sep. 2022 - Mar. 2023

ABC Studios | Glendale, CA

- Supervised VFX production for a major network series, delivering high-quality shots on schedule and within budget.
- Spearheaded 3D environment, model, and animated asset creation, achieving a 30% improvement in production efficiency through optimized workflows.
- Directed previsualization and concept development, and managed project budgets exceeding $2M, keeping resource allocation aligned with creative goals.

Visual Effects Supervisor
Mar. 2022 - Sep. 2022

Twentieth Century Fox | Los Angeles, CA

- Directed VFX production for a Disney+ streaming series, leading a team of up to 20 artists and delivering 1,500+ high-quality shots across a full season.
- Developed and executed comprehensive 3D modeling, texturing, lighting, and compositing pipelines for the production.
- Produced motion graphics and animation sequences that elevated brand storytelling, increasing audience engagement by 25%+.

Sr. Graphic Designer | Concept Artist
Jul. 2021 - Oct. 2021

CBS Studios | Los Angeles, CA

- Designed stylized on-screen graphics, sets, props, vehicles, and wardrobe for a major network procedural, delivering high-quality assets under strict production deadlines.

Sr. Graphic Designer | Concept Artist
2017 - 2019

Twentieth Century Fox | Los Angeles, CA

- Produced concept art for environments and props, and developed scalable asset creation solutions in collaboration with production teams.

TEACHING AND SPEAKING ENGAGEMENTS

Instructor, Design, Graphics, and Animation **2003 - 2021**

UCLA Extension, USC, Columbia College Hollywood, Art Directors Guild

- Taught graphic design, animation, and visual effects to undergraduate and professional students, and developed industry-focused curriculum adopted across multiple institutions.
- Mentored hundreds of creatives who have advanced into successful careers in entertainment and design.

Guest Lecturer and Post-Production Mentor, Thesis Films **2017 - 2023**

American Film Institute (AFI) | Los Angeles, CA

- Mentored graduate filmmakers on post-production workflows and visual effects for MFA thesis films, providing hands-on guidance in compositing, VFX supervision, and finishing.