

## Emile Edwin Smith

AI+VFX Storytelling | Producer | Director | Writer | Visual Effects Supervisor | CG Artist

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## PROFESSIONAL EXPERIENCE

### The Passion of the Christ: Resurrection pt II – AI / Previz Director / (2025)

- Directed pre-visualization and visual effects sequences for production.
- AI driven work in multiple generative platforms.

### Freelance – AI / Director / Writer / VFX Supervisor/Producer (2023-current)

- Directed and wrote original projects while supervising visual effects.
- AI driven short stories and generative AI element and character creation.

### Alkemy X, New York – Creative Director / VFX Supervisor (2018 – 2023)

- Led visual effects and creative direction on high-profile projects.
- Supervised teams, ensuring seamless integration of VFX into production pipelines.
- Explored and implemented AI tools to enhance visual effects workflows.

### The Asylum, Los Angeles – Director / Writer / VFX Supervisor (2012 – 2017)

- Directed and wrote four feature-length films, maximizing VFX to enhance production value.
- Managed VFX teams and integrated practical and digital effects.

### Entity FX, Los Angeles – VFX Supervisor (2012 – 2017)

- Supervised VFX teams for major television and film projects.
- Led teams in using AI-assisted tools for compositing and VFX optimization.

### Industrial Light & Magic (ILM), San Francisco – Senior Technical Director (2009 – 2010)

- Worked on major feature films, ensuring high-quality visual effects and CGI integration.

### Electronic Arts (EA), Los Angeles – Cinematic Director / CG Supervisor (2006 – 2007)

- Led cinematic direction and CG supervision for AAA game titles.

### Zoic Studios, Los Angeles – VFX Supervisor (2002 – 2009)

- Supervised VFX teams on notable film and television productions, including *Firefly* and *Battlestar Galactica*.

## Radium, Los Angeles – VFX Supervisor (2002)

- Managed digital effects for commercials and short-form content.

## Foundation Imaging, Los Angeles – VFX Supervisor/Producer (1996 – 2002)

- Led CGI and visual effects for television series and films.
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## EDUCATION

University of California, San Diego – B.A. in Visual Arts (1992 – 1996)

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## SKILLS & EXPERTISE

- **AI & Emerging Tech:** Implementing AI-assisted VFX tools, automation, and machine learning enhancements.
    - Kling. Krea. Runway. Pika. Hailuo. Midjourney. Rodin. Meta AI. ChatGPT, Gemini. VEO3. ComfyUI.
  - **Directing & Writing:** Directed and wrote multiple feature films, short films, and television projects.
  - **VFX Supervision and producing:** Led teams on-set and in post-production across film, TV, commercials, and games.
  - **CGI & Animation:** Expert in 3D animation, FX, compositing, and real-time rendering.
  - **Photography & Cinematography:** Drone and underwater filmmaking experience.
  - **Team Leadership:** Mentoring and managing VFX teams of various sizes across global locations.
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## AWARDS & RECOGNITION

- **2015 Atlanta Horror Film Festival** – Best Sci-Fi Feature/Director (*Flight World War II*)
  - **2015 Atlanta Horror Film Festival** – Best VFX (*Flight World War II*)
  - **2015 Telly Award** – Best VFX (*MegaShark vs MechaShark*)
  - **2014 Golden Cobb Award** – Best Film (*MegaShark vs MechaShark*)
  - **2004 Visual Effects Society Award** – Best VFX in a TV Movie (*Battlestar Galactica*)
  - **2004 Emmy Nomination** – Special Visual Effects (*Battlestar Galactica*)
  - **2003 Emmy Award** – Outstanding Visual Effects (*Firefly*)
  - **2003 Visual Effects Society Award** – Best VFX in a Series (*Firefly*)
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## SELECTED PROJECTS

### Directing & Writing

- *Ice Sharks* – Director/Writer/VFX Supervisor
- *Flight World War II* – Director/VFX Supervisor
- *Age of Ice* – Director/Writer/VFX Supervisor
- *Mega Shark vs Mecha Shark* – Director/VFX Supervisor
- *The Grove* (Short Film) – Director/Writer/Producer
- *Starship Troopers: Roughnecks* – Director/VFX Supervisor/DP/Producer

## Film VFX

- *Rango* – Technical Director
- *Avatar: The Last Airbender* – Technical Director
- *Serenity* – CG Supervisor
- *The Jackal* – Lead Animator
- *Batman: Subzero* – Lead Animator
- *Mimic 2* – CG Supervisor

## Television VFX

- *Power* (STARZ) – VFX Supervisor
- *Blindspot* (NBC) – VFX Supervisor
- *SMILF* (Showtime) – VFX Supervisor
- *Sharknado* (1,2,3) – VFX Supervisor
- *Battlestar Galactica* – VFX Supervisor (*Emmy-nominated*)
- *Firefly* – VFX/DFX Supervisor (*Emmy-winning*)
- *CSI* – Digital Artist
- *Buffy the Vampire Slayer* – Digital Artist
- *Star Trek: Voyager* – CG Supervisor

## Commercial & Game VFX

- *Tiberium* (EA) – Cinematics Director
- *Medal of Honor: Airborne* (EA) – Supervising Artist Support
- *Command and Conquer: Tiberium Wars* (EA) – VFX Supervisor
- *Lexus, Cadillac, UPS* – VFX Supervisor

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## PROFESSIONAL AFFILIATIONS

- **Academy of Television Arts & Sciences**
- **Visual Effects Society**