

Christian Wright

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Experience

Associate Producer, Zoic Studios (Commercials/Real-Time, Series & Film Divisions)

May 2021 - April 2023

- Assisted Producers and HOPs in creation, execution and maintaining of workflow for production and deliveries across various VFX projects for Commercial, Series and Feature Clients.
- Supported Producer in scope breakdown and bidding scripts & prompts for VFX needs, using bidding templates.
- Tracked hours and managed the budget throughout the project via Shotgun production software for Producer approval.
- Helped Producer manage resources for show; Ensures artists are tasked appropriately & ensures adherence to production contract standards.
- Ran and submitted weekly Revenue Projections as well as assists with preparation & leading bi-weekly Actuals meetings.
- Created daily and weekly target goals for the team based on overall delivery schedule; Sets tempo for day with Daily Goals Email and provided assistance in leading daily Team Touchbase Meetings
- Provided artists with elements needed for project deliverables, maintaining project footprint on servers across all offices
- Supported the Producer and VFX Supervisor in managing the look development & daily processes to deliver the show.
- Helped manage dailies and project meetings, as well as provides leadership to project team; Mentorship and guidance of coordinators and acts as back-up for Producers when they are out of office.
- Assisted in maintaining positive client communications and with communication between inter-office locations and departments.
- Responsible for creation and maintenance of projects, shots, assets in Shotgun production management software.
- Lead coordinators with note taking, element gathering, etc. to ensure dailies and meetings run smoothly & promptly before routing of any subsequent deliveries.
- Assisted coordinators in entry and maintenance of Client and Internal notes in Shotgun production management software.
- Updated production servers with scripts, prep memos, one liners, hotcosting documentation etc. received from Set Production & Clients.
- Promoted from Visual Effects Coordinator in September 2021.

CG Producer, Compadres (Saatchi & Saatchi, Los Angeles)

October 2016 - May 2021

- Responsible for leading production and delivery of shots & assets for a variety of CG projects (both static & animated), on behalf of Fortune 500 Client.
- Managed team of 2 direct reporting staff Producers (as well as a rotating freelancer) in a studio of 20+ artists and developers.
- Created bids and formal estimates based on researched project scope and available product information, before working with independent cost control firms to manage Client expense across industry standards.
- Responsible for creating documentation & schedules for CG & Editorial teams per project, as well as providing necessary elements for kickoff.
- Lead project focused meetings, taking notes during review of WIP assets before transcribing to the artist via Shotgun.
- Coordinated and lead execution of team travel for off-site/overnight reference photoshoots.
- Built client-facing decks to present internally approved assets via off-site or online meetings.
- Overseer of QC and final delivery of project elements to third party developers and Digital Asset Management team for archive.
- Responsible for leading POV on departmental calendar across all incoming projects; Leads administrative meetings.
- Responsible for providing Head of Studios with production POV for the CG department.
- Assisted in vetting of vendor security as a studio representative via off-site (or online) inspections.
- Completed creation of Real-Time POC project to inform departmental expansion into Virtual Production space.
- Promoted from Associate Producer role in July 2019.

Education

State University of New York - The College at Brockport

2009- 2014

Bachelor's Degree of Science from The School of Communications

- Focus in Broadcast Journalism - Media Production track; Minor study in Theatre.