



Cait Campbell

Producer

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Passionate Versatile Producer with specialized experience in post production for Advertising, Theatrical Promos, Title Sequences, Branded Content, Episodic TV, and Interactive as well as event production and live streaming.

Leadership & Project Organization Budgeting & Estimates, Planning, Scoping, Resourcing, Risk Assessment

Project Management Copywriting, Localization, Event Experience, Traditional Video Production, Integrated Social Campaigns, 2D, 3D, VFX, Editorial, Audio, Finishing

Mac & PC Fluency Google Drive, MS Office, Adobe Creative Suite (AE, PS, AI, PR), Final Cut, Nuke, Working Knowledge of Maya + C4D, Keynote, Basecamp, Slack, Tactic, Shotgun, FTPs & Clients (Dropbox, etc)

IMPOSSIBLE OBJECTS

Post Producer 4/23 - 10/23, 1/24-2/24

- Post Produced four commercial campaigns vendor side for OnStar + Cadillac, working with traditional and digital production teams to utilize ICVFX to execute client's creative vision. This included helping manage VFX leads and artists, coordinating with partner companies for Color + Mix, and serving as the main point of contact with the client.

CRAFTY APES

VFX Producer 1/22 - 3/23

- Produced VFX vendor side for Star Trek: Picard S3, Reservation Dogs S2, and John Wick Chapter 4 among other shows helping manage 4M+ of revenue for the studio over the course of 14 months. This included liaising with teams of up to 40 crew members including supervisors, animation, lighting, fx, cg, dmp, comp artists, editorial and io teams to get out deliveries. Additionally on my projects I served as a main point of contact with clients, bidding and scoping out work, managing invoices and scope increases while building relationships.

WARNER BROTHERS ANIMATION, GREEN EGGS AND HAM S2

Assistant Production Manager 8/20 - 1/22

- Came in mid season through the end of the show - and acted as support for Production Managers, Directors and Supervisors on 7 episodes of the show. This included inputting and relaying notes to and from our internal Creative Team to Vendors, tracking assets and shots across the show through all departments to keep it on schedule, and assisting with licensing and clearance needs.

MOCEAN

Graphics & VFX Producer 11/19 - 3/20

- Worked with Theatrical Producers, Editors and Artists to produce Promotional Graphics for Marvel's Black Widow, and Crunchyroll Originals Logo Rebrand among other projects.

Graphics & VFX Producer 8/18 - 12/18

- Worked with Theatrical Producers, Editors and Artists to produce Promotional Graphics for Marvel's Captain Marvel & Avengers: Endgame and VFX for Amazon Originals "The Boys."

HYPERKINETIC STUDIOS

Producer 9/19 - 10/19

- Helped manage development of tile by overseeing the schedules of developers and creatives, and doing check-ins with internal teams and clients.

THERAPY STUDIOS

Post Producer 5/19-7/19

- Post Produced Color, Sound, Mix & Finishing for Delirio & Blumhouse Productions true Crime Series "No One Saw a Thing" for AMC & The Sundance Channel.

SIGHTWORTHY

Production & New Business 12/18-5/19

- Sourced and guided editors through the process of producing new and fresh social media campaigns for Clients including Princess Cruises & Wells Fargo. Sought out and developed New Business.

LEGEND

Production Coordinator 12/17 - 3/18

- Liaised with and ran Internal and Client sessions for clients, stereoscopic editors, artists, and production teams in multiple locations to produce stereoscopic conversion for Marvel's Black Panther & BBC's Blue Planet.

METHOD

Finishing Producer 11/17 - 12/17

- Produced Finishing for two Chevy Fall 2017 Campaigns, Real People & First Impressions, managing and tracking the work and notes for 9 artists, ensuring changes were implemented for the Client during Supervised and Unsupervised review sessions.

MOJANG GAMES / BUI BROTHERS

MineCon Graphics Producer 10/17

- Produced Broadcast Graphics for Minecraft's MineCraft Story Mode, an online conference for Minecon.

Minecraft Story Mode, Event Producer 09/15 – 10/15

- Produced "World's Largest Let's Play" for Minecraft: Story Mode release (Mojang Games & Telltale Games Collab), drawing in a live audience of 800 attendees at Arclight Hollywood's Cinerama Dome & 21K.

GREENHAUS GFX

Bidding Producer 8/17 - 10/17

- Created sample RFQs to pitch for ABC's Quantico & Amazon's Jack Ryan, both of which were awarded.

THERAPY STUDIOS

Producer 07/16 – 07/17

- Produced Edit, Sound, Mix, Finishing, VFX, and Graphics for Commercials, TV Programs, Game Trailers, Short Films, Branded Content & VR.

GREENHAUS GFX

VFX & Graphics Producer 01/16 – 05/16

- Produced VFX for Fox's Sleepy Hollow & ABC's Agents of Shield, Titles for Paramount's TMNT: Out of the Shadows, in addition to theatrical promo graphics and show titles.

HAUS INTERACTIVE Producer 07/14 – 09/14

INHANCE DIGITAL Associate Producer 09/13 – 07/14