



Cait Campbell

Virtual Production Producer | VFX & Post Production

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SUMMARY

Virtual Production and VFX Producer with 12+ years of experience delivering high-end content across television, film, advertising, and branded campaigns. Proven leader of complex live-action and CG workflows, managing multi-million-dollar budgets, detailed schedules, and multidisciplinary teams from bid through final delivery. Experienced in ICVFX and real-time production pipelines, vendor and client-side environments, and fostering collaborative, high-performing teams.

SKILLS

Production & Leadership

Virtual Production · VFX Production · Post Production · Budgeting & Bidding · Scheduling · Scoping · Resource Allocation · Risk Mitigation · Client & Vendor Management · On-Set Production · Team Leadership & Mentorship

Creative & Technical Pipelines

Live-Action & CG VFX · Real-Time / ICVFX Pipelines · Editorial · Motion Graphics · Color · Sound & Mix · Finishing · 2D / 3D Workflows

Tools & Software

ShotGrid · JIRA (working knowledge) · Tactic · Basecamp · Slack · Google Workspace · MS Office (Excel) · Adobe Creative Suite · Nuke · Maya & Cinema 4D (working knowledge)

EXPERIENCE

FX Networks — VFX Producer

Jan 2025 – Present

- VFX Producer on multiple FX projects, including the 2025 tentpole series *Alien: Earth*
- Manage post and VFX workflows across a 360° marketing campaign, coordinating schedules, assets, and deliveries
- Oversee day-to-day production operations for teams of up to 12 artists while maintaining quality and timelines

Roger TV — Post Producer

Oct 2024 – Nov 2024

- Led post-production for a Microsoft 2025 product launch from kickoff through delivery

- Post-produced an awarded pitch for FX's *MasterChef*, collaborating with creative and executive stakeholders

Impossible Objects — Post Producer

Apr 2023 – Oct 2023 | Jan 2024 – Feb 2024 | Apr 2024 – May 2024

- Post-produced five commercial campaigns for OnStar, Cadillac, and Disney
- Partnered with creative, technical, and digital teams utilizing ICVFX and Virtual Production workflows
- Managed VFX leads, coordinated color and mix vendors, and served as primary client contact
- Identified production risks and implemented workflow solutions to maintain schedule and quality

Crafty Apes — VFX Producer

Jan 2022 – Mar 2023

- Vendor-side VFX Producer for *Star Trek: Picard S3*, *Reservation Dogs S2*, and *John Wick: Chapter 4*
- Oversaw \$5M+ in studio revenue, including bidding, estimating, scope changes, and invoicing
- Led teams of up to 40 artists and supervisors across animation, CG, compositing, editorial, and IO
- Built long-term client relationships while ensuring on-time, on-budget delivery

Warner Bros. Animation — Assistant Production Manager

Aug 2020 – Jan 2022

- Supported production leadership across seven episodes of *Green Eggs and Ham S2*
- Tracked assets, notes, and shot progress across internal teams and vendors
- Coordinated licensing and clearances to maintain production schedules

ADDITIONAL EXPERIENCE (SELECTED)

- **Mocean — Graphics & VFX Producer**
Promotional graphics for Marvel (*Black Widow*, *Captain Marvel*, *Avengers: Endgame*); VFX for Amazon's *The Boys*
- **Therapy Studios — Producer / Post Producer**
Produced post and finishing for AMC & Sundance's *No One Saw a Thing*, commercials, branded content, and VR
- **Sightworthy — Producer**
Produced social campaigns for Princess Cruises and Wells Fargo; supported new business development
- **Legend / Method / Greenhaus GFX / Mojang Games**
Stereoscopic conversion, national campaigns, and large-scale live events (*MineCon / Minecraft Story Mode*)

EDUCATION

Savannah College of Art and Design (SCAD)
BFA, Motion Graphics — *Cum Laude*