

# MIKE WYND

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420 California Avenue #14, Santa Monica, California, USA, 90403. • +1 310 880 3741 • [mike.wynd@gmail.com](mailto:mike.wynd@gmail.com)

Date of Birth: 18 October 1962. • Nationality: Australia/US Dual Citizen • Marital Status: Single.

[www.mikewynd.com](http://www.mikewynd.com)

I'm an award winning VFX Supervisor and 'Maya' generalist with a graphic design background and over 30 years' experience on the 3D side of the post-production industry. Although originally from Melbourne, Australia, I was based in New Zealand for eight years followed by a further eight in Sydney before moving to Los Angeles just on ten years ago. For most of the last eight years here I've been a VFX Supervisor for MPC.

I've been using 'Maya' since its inception, actually starting on 'Alias' software well before it became 'Maya', or even 'PowerAnimator' for that matter. The vast majority of my experience has been working on commercials with a little bit of film and long-form work smattered in between.

My skills set covers pretty well all of the 3D side of post production from client brief through to final delivery, including shoot attendance, tracking and some compositing, along with all of the necessary 'Maya' expertise. I'm also happy running a team including overseeing 3D artists, liaising with producers and composers, and meeting with clients, as these have been components of my primary role for the last twenty years or so. I believe I possess a mixture of creativity, ingenuity and strong organisational skills that can make artistic visions a feasible reality. I'm able to adapt to rapidly changing environments and conditions and have extensive experience in juggling and prioritising multiple tasks at once.

Throughout my career I've worked with top VFX Artists and Directors including Rupert Sanders, Noam Murro, Adam Berg, Roman Coppola and Bruce Hunt.

I've attached my resume and, should you be interested, my showreel and examples of my work are available at [www.mikewynd.com](http://www.mikewynd.com). My contact details are both above as well as on my resume.

Thank you for your consideration.

Regards,

Mike.

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## EDUCATION

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- 1984 **Bachelor of Arts Degree (Graphic Design).**  
Swinburne Institute of Technology, Hawthorn, Victoria, Australia.  
Passed with Distinctions and Credits.
- 1981 - 1983 **Diploma of Graphic Design.**  
Swinburne Institute of Technology, Hawthorn, Victoria, Australia.
- 1980 **Victorian Higher School Certificate.**  
Yarra Valley Grammar School, Ringwood, Victoria, Australia.

## WORK EXPERIENCE

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- 2022 - Present **VFX Supervisor / CG Generalist.**  
**Pariah**  
2038 Broadway, Santa Monica, California, USA, 90404.  
Duties: To lead a team of animators in designing, directing and producing 2D and 3D animations for the Broadcast market using Autodesk's Maya animation software on Windows based hardware. Responsible for all stages of job completion including client brief, quotation, shoot attendance, design, production and coordination between 3D and Pariah's compositing suites.
- 2018 - 2021 **VFX Supervisor / CG Generalist.**  
**ArsenalCreative**  
2038 Broadway, Santa Monica, California, USA, 90404.  
Duties: To lead a team of animators in designing, directing and producing 2D and 3D animations for the Broadcast market using Autodesk's Maya animation software on Windows based hardware. Responsible for all stages of job completion including client brief, quotation, shoot attendance, design, production and coordination between 3D and ArsenalCreative's compositing suites.
- 2010 - 2017 **VFX Supervisor.**  
**MPC – Los Angeles**  
8919 Lindblade Street, Culver City, California, USA, 90232.  
Duties: To lead a team of animators in designing, directing and producing 2D and 3D animations for the Broadcast market using Autodesk's Maya animation software on Linux based hardware. Responsible for all stages of job completion including client brief, quotation, shoot attendance, design, production and coordination between 3D and MPC's compositing suites.

## **WORK EXPERIENCE (cont'd)**

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- 2007 - 2010    **Head of 3D / Lead 3D Artist.**  
**Moving Pixels / PublicVFX**  
1558 10<sup>th</sup> Street, Suite D, Santa Monica, California, USA, 90401.  
69 Market Street, Venice, California, USA, 90291.  
  
Duties: To lead a team of animators in designing, directing and producing 2D and 3D animations for the Film and Broadcast markets using Autodesk's Maya animation software on Windows based PC hardware. Responsible for all stages of job completion including client brief, quotation, shoot attendance, design, production and coordination between 3D and Moving Pixel's/PublicVFX's Flame suites.
- 2004 - 2007    **Senior 3D Artist.**  
**FSM (Frame, Set & Match)**  
50 Strathallen Avenue, Northbridge, New South Wales, Australia, 2063.  
  
Duties: To lead a team of animators in designing, directing and producing 2D and 3D animations for the Film and Broadcast markets using primarily Alias Maya on Intel based hardware. Responsible for all stages of job completion including client brief, quotation, shoot attendance, design, production and coordination between FSM's Flame, Fire, Editbox and Combustion suites.
- 1998 - 2004    **Head of 3D (GMD) / CG Projects Manager (Digital Pictures).**  
**GMD (Garner MacLennan Design) / Digital Pictures (AAV).**  
166 Willoughby Road, Crows Nest, New South Wales, Australia, 2065.  
  
Duties: To lead a team of up to sixteen animators in designing, directing and producing 2D and 3D animations for the Film and Broadcast markets using primarily Alias/Wavefront Maya and PowerAnimator 3D animation software on both Silicon Graphics and Intergraph NT based hardware. Responsible for all stages of job completion including client brief, quotation, shoot attendance, design, production and coordination between GMD's Inferno, Flame, Henry, Shake and Combustion suites.
- 1991 - 1998    **Head of 3D.**  
**Images Post / Video Images.**  
113 Grafton Road, Auckland, New Zealand.  
  
Duties: To design, direct and produce 2D and 3D animations for the Broadcast market using Alias PowerAnimator 3D animation software on Silicon Graphics hardware and Quantel Paintbox. Responsible for all stages of job completion including client brief, quotation, design and production.
- 1990 - 1991    **Designer/Animator.**  
**Sonicvision Productions.**  
10 - 12 Boundary Street, South Melbourne, Victoria, Australia, 3205.  
  
Duties: To design and produce 3D computer generated animations for various clients, both for Broadcast and Corporate productions using Alias 3D animation software on Silicon Graphics hardware.
- 1990 - 1991    **Part - time Lecturer.**  
**Monash University (Caulfield Campus).**  
Dandenong Road, Caulfield, Victoria, Australia, 3162.  
  
Duties: Lecturing in Design and Animation for the Graphic Design Department.
- 1986 - 1990    **Designer/Animator.**  
**Austarama Television (Channel 10) / The Cottage Video Productions.**  
Hawthorn Road, Nunawading, Victoria, Australia, 3131.  
  
Duties: To design, direct and produce 2D and 3D animations for both the 10 Television Network and other external clients using Alias software on Silicon Graphics hardware, I.B.M. P.C. based Cubicomp PictureMaker software and Quantel Paintbox.

## **WORK EXPERIENCE (cont'd)**

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- 1985 - 1986     **Designer.**  
**Computer Pictures.**  
355 Moray Street, South Melbourne, Victoria, Australia, 3205.  
Duties: To design and produce computer generated business graphics on 35mm transparency, and 2D and 3D animations on both film and video tape using the I.B.M. P.C. based Cubicomp PictureMaker animation system.
- 1984 - 1985     **Designer/Research Assistant.**  
**Compic Project.**  
Swinburne Limited, Hawthorn, Victoria, Australia, 3122.  
Duties: To research, design, collate and format a system of communications, via pictographs, for use by the physically and intellectually handicapped using Apple based Robocom design software.

## **AWARDS**

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### **Nike "Game On"**

British Arrows Craft Awards 2012 / Best VFX / Gold  
Creative Circle 2013 / Best FX/CG / Nomination

### **DirectTV "Frozen In Place"**

The A-List Awards Hollywood 2012 / Film Advertising Craft / Visual Effects / Silver  
One Show 2012 / Consumer Television / 60 second – Single / Merit

### **DirectTV "Hot House"**

Clio Award 2012 / Best Visual Effects / Silver  
AICP 2012 / Best Visual Effects / Winner  
D&AD 2012 / Best Visual Effects / Nominee  
One Show 2012 / Consumer Television / 60 second – Campaign / Merit  
Ciclope International Advertising Craft Awards 2011 / Visual Effects / Gold  
BTA Craft Award 2011 / Best VFX / Nomination  
BTA Craft Award 2011/ Best CGI / Nomination

### **DirectTV "Ice Cream"**

London International Awards 2011 / Film Technique – Visual Effects / Gold  
Clio Award 2011 / Technique / Bronze  
VES 2010 / Outstanding Visual Effects in a Live Action Commercial / Nominee

### **Visa "Time"**

The Times 53<sup>rd</sup> London Film Festival 2009 / Mofilm Commercial Branding Award / Winner

### **Hoyts "Experience"**

AEAF 2001 / Titles, Idents, Stings / Winner

## PARTIAL CREDIT LIST

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### USA

**Samsung – New Normal**  
Agency: Leo Burnett  
Prod Company: Imperial Woodpecker  
Director: Mark Zibert

**Samsung – Surf – The Snail**  
Agency: Leo Burnett  
Prod Company: Park Pictures  
Director: AG Rojas

**American Family Insurance – Free To Dream**  
Agency: BBDO  
Prod Company: Smuggler  
Director: Adam Berg

**AAA – Emma**  
Agency: The Richards Group  
Prod Company: Arts and Sciences  
Director: Michael Spiccia

**Direct TV – Hot House**  
Agency: Grey, New York  
Prod Company: MJZ  
Director: Rupert Sanders

**Northrop Gumman – Global Hawk, Carrier**  
Agency: DraftFCB  
Prod Company: Backyard  
Director: Nick Piper

**Nissan – Moving Highways**  
Agency: Zimmerman  
Prod Company: Moondog  
Director: Gerald Morrow

**Disney – Vault**  
Agency: Yellow Shoes  
Prod Company: Tool  
Director: Eric Joiner

**Ram – Cabin, Jobsite, Boat**  
Agency: The Richards Group  
Prod Company: Untitled  
Director: Mark Scholermann

**Direct TV – Frozen In Place**  
Agency: Grey, New York  
Prod Company: Biscuit  
Director: Noam Murro

**Direct TV – Ice Cream**  
Agency: Grey, New York  
Prod Company: MJZ  
Director: Rupert Sanders

**Nissan Murano – Catch Up**  
Agency: TBWA/Chiat Day, LA  
Prod Company: Caviar LA  
Director: Bram Van Riet

### Australia

**Toyota TRD – Aurion, 4Runner**  
Agency: Oddfellows  
Prod Company: @radical.media  
Director: Bruce Hunt

**FIFA World Cup 2002 – Ancient Wonders**  
Agency:  
Prod Company: Regional Films, Malaysia  
Director: Rob Dupear

**Computer Associates – Empire**  
Agency: Young & Rubicam, New York  
Prod Company: @radical.media  
Director: Bruce Hunt

**Nissan Pulsar – Overloaded**  
Agency: Whybin/TBWA  
Prod Company: Independent Films  
Director: Peter Cherry

**Telstra – Bill**  
Agency: Singleton Ogilvy & Mather  
Prod Company: Flying Fish  
Director: Adam Blaiklock

**Supercoat – Hangover, Dog's Bollocks**  
Agency: Campaign Palace  
Prod Company: @radical.media  
Director: Bruce Hunt

**Hoyts – Experience**  
Agency: 9mm  
Prod Company: Garner Maclennan Design  
Director: Ken Lambert

**Bank of China – 1, 2**  
Agency: McCann Erickson  
Prod Company: Visionary Pictures  
Director: Franco Marinelli

### New Zealand

**TVNZ – Station Idents (Various)**  
Agency: TVNZ  
Prod Company: Images Post  
Director: Bruce Carter

**TV3 – Station Idents (Various)**  
Agency: TV3/Colenso BBDO  
Prod Company: Images Post  
Director: Mike Wynd

**AMP – Deck Chairs**  
Agency: Colenso BBDO  
Prod Company: Film Construction  
Director: Barry Fawcett

**ASB Bank – Robot**  
Agency: Whybin/TBWA  
Prod Company: Republic Films  
Director: Simon Mark-Brown

## **INTERESTS**

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Technical SCUBA Diving: IART Inspiration Rebreather Trimix Level 3.  
PADI Assistant Instructor and Divemaster.

Flying: SPL - Helicopter, New Zealand CAA.

Boating (both power and sail).

Photography.