



JACQUES STOWEIS

VFX/VP SUPERVISOR
CREATIVE TECHNOLOGIST

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PROFILE

Visionary technical leader with 25+ years advancing storytelling at the intersection of real-time workflows, immersive, and AI-enhanced production. Architect of large-scale VFX and virtual production pipelines for film, episodics, and commercials. Trusted by creators, engineers, and executives, fluent in traditional cameras & emerging VP, GenAI tools turning R&D into production-ready solutions.

CORE EXPERTISE

VIRTUAL PRODUCTION:

- Virtual Cinematography
- ICVFX stage operations
- Unreal Engine5 operator: RCP, widgets, blueprints
- DLSS optimization
- Virtual Humans/Lip-Sync
- Real-time workflows
- LED wall color calibration
- Content color grading
- LiveFX op, DMX lighting
- Vcam, VR Quest3

VFX SUPERVISION:

- Plate photography
- VFX breakdown
- Shooting methodology
- Previs/Techvis/Postvis
- FX simulations
- Finaling reviewing
- Outsourcing management

SOFTWARE PROFICIENCY

- **GenAI:** ComfyUI, Luma AI
- Control Nets, Topaz
- **Real-Time :** Unreal Engine
- Unreal Engine/ LiveFX
- Houdini / Niagara
- Maya
- Nuke
- Redshift
- DaVinci Resolve, OCIO
- Python / C language

EXPERIENCE

GenAI / VP/ VFX Supervisor | Avenue 6 Studios | JUNE 2025 - Present

- Developed hybrid AI-VP-VFX workflows for *Last Firefighter* (Paramount): ComfyUI V2V for fire VFX environments
- Delivered 4k genAI newborn using Luma AI i2V and Nuke

Advisor on Avatar Realism & VP | HappyVerse | OCT 2025 – JAN 2026

- Lead visual evaluation for real-time, AI-driven avatar performance

Virtual Production Supervisor | (Add)ventures | 2023 - NOV 2024

- Supervised LED volume commercials using Unreal Engine 5.4, Mo-Sys cam tracking, and DMX lighting
- Optimized UE5 with Nvidia DLSS for enhanced real-time rendering
- LiveFX blended 2D plates & UE assets on volume with tracked ICVFX
- Designed 56' VP wall with next-gen, high-contrast LED panels

On-set VFX Supervisor | Freelance | MAR 2020 - DEC 2023

- Film: *Lisa Frankenstein* (Focus Features)
- Commercials: Collaborated with The Mill LA on NIO ET5 and supervised VFX for Budweiser, Milkana, and LingoAce

VFX / Virtual Production Supervisor | Gwantsi | OCT 2021 - JAN 2022

- Videos: *Quinn*, a metahuman virtual idol
- Commercials: JD.com (VFX), ANTA Olympics (post-production)

VFX Supervisor / Head of FX | Eastern International Pictures | 2019

- Built FX dept. for animation film *Shimmy, The First Monkey King*
- Spearheaded Houdini/ XGen CG look development, fluids & VDB: fur, hair, clouds, lava, floods, tornadoes, and vegetation

On-set VFX Supervisor | Freelance | APR 2014 - MAR 2018

- *Tiger Robbers* | Laurel Films
 - Directed green screen 2nd unit for live-action zoo tiger
 - Led CG look development for hero tiger with lifelike emotions
- *Ice Fantasy* | Youhug
 - Supervised 15,000+ VFX setups for this 60-episode epic
 - Directed 2nd unit battle between the Fire King & CG Snow Lion
- *S.M.A.R.T. Chase* | Bliss Media/Universal Pictures
- *The Monkey King 2 (S3d)* | Filmko
 - Supervised 1st & 2nd unit with action master Sammo Hung

AWARDS & RECOGNITIONS

- Two **Unreal Fellowships**: Epic Games inaugural VP and ICVFX programs
- **Academy Award® Nomination**: Best Visual Effects, *True Lies*
- **BAFTA Nomination**: Best Visual Effects, *True Lies*
- **Hong Kong Film Awards** (2016): Best Visual Effects, *The Monkey King 2*
- **MVPA Awards** (2007): Best Computer Graphics *MUSE's Invincible* (MV)
- **Smithsonian Archive**: First Ray-traced commercial, *CTC Telecom*
- **Annecy International Animation Film Festival**: Official selection (1987), *Intangible Biomorphs*
- **SIGGRAPH 1986 Art Show**: *Intangible Biomorphs* Mutoscope installation

EDUCATION

M.S ELECTRICAL ENGINEERING, SOLID MODELING
UNIVERSITY OF ROCHESTER, NY

ELECTRO MECHANICAL ENGINEERING DEGREE
ENSEM, NANCY, FRANCE

M.S PHYSICS
UNIVERSITE DE NANCY, FRANCE

M.S MECHANICAL ENGINEERING
UNIVERSITE DE NANCY, FRANCE

Film Studies, New School
NEW YORK CITY

MEMBERSHIPS

- Director's Guild of America (DGA)
- Academy of Motion Pictures Arts & Sciences (AMPAS)
- Visual Effects Society (VES)
- Advanced Imaging Society
- ASC MITC Virtual Production

- Oversaw 1,500 VFX shots featuring large-scale chromakeying, actor-CG creature interactions, and set extensions

VFX Supervisor / 2nd Unit Director | Freelance | 2008 - MAR 2014

- *The Newsroom* (HBO), *Tekken* (Anchor Bay): On-set VFX Supervisor
- *The Dark Prince* (Lionsgate), *Robosapien* (Avi Arad Productions), *Beyond*: VFX Sup / 2nd Unit Director

VFX Supervisor / Technology Consultant | Duran Duboi | 2006 - 2008

- *Underworld: Rise of The Lycans* (Lakeshore Ent.): CG pre-production
- *MUSE's Invisible*: VFX Supervisor, on-set Simulcam VP technology
- *The Covenant* (MGM): VFX Producer / Supervisor

Co-Founder / VFX Supervisor/ 2nd Unit DGA Director/ CTO | Creative Visual Effects (CVE) | 1997 - 2006

- Recruited by Sony to helm CVE, a mid-size VFX studio specializing in high-end effects for low-to-mid budget films, managing 50 artists.
- Built infrastructure, pipelines, and CG workflows, introducing global outsourcing to enhance efficiency during an era dominated by proprietary in-house systems
- Developed groundbreaking techniques, including hi-fidelity CG human speech synthesis and volumetric fur rendering
- *The Karate Dog*, *Baby Geniuses*: VFX Supervisor / 2nd Unit Dir.
- *A Dog of Flanders*, *Noah's Ark*: VFX Supervisor

Digital / VFX Supervisor | 20th Century Fox | 1995 - 1996

Broken Arrow: Co-supervised VFX merging intricate model work (chopper, train, B2 bomber, EMP destruction) with CG effects

DFX Supervisor | Boss Film Studios | 1995

Species: Supervised VFX integrating H.R. Giger's iconic designs with early motion-capture puppetry & CG morphs from actress to alien SIL

Founding Staff Member / DFX Supervisor | Digital Domain | 1993 -1995

- Recruited by James Cameron to join the startup team and supervise VFX for *True Lies*
- Earned OSCAR and BAFTA nominations for Best Visual Effects
- Supervised iconic sequences, including photoreal heat signatures for the Harrier jet and a missile strike on Florida's Seven Mile Bridge
- Spearheaded the debut of Nuke in feature film production

DFX Supervisor | R/Greenberg Associates (R/GA LA) | 1987 - 1994

- Relocated to lead the launch of R/GA LA
- Pioneered advancements in CG techniques, including the first CG lip-synced talking dog (Milk-Bone) and visual innovations for *Predator 2* (infrared vision and titles), as well as *Demolition Man*
- Implemented the first digital split-screen actor replication in film and early digital chromakeying for *Last Action Hero*

Research Scientist | NYIT Computer Graphics Lab | 1983 -1987

- Contributed to foundational CG modeling advancements at the world's leading animation R&D group, developing tools that paved the way for industry-standard tools like Maya.
- Co-authored "Spatial Set Operations on Manifolds" with Turing Award winner Pat Hanrahan, a seminal work in 3D modeling