
ZACH HAMELTON

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PROFILE

I am an award winning American post-production professional who has experience producing, coordinating, casting, compositing, editing, and staffing for feature films, television, and themed entertainment. Additionally, I founded Throw the Knife Productions, where I host/produce multiple podcasts and assist filmmakers with various post-production services.

SKILLS

Proficient in Shotgun, F-Track, BambooHR, Shopify, Greenhouse, Microsoft Office, Keynote, RV, Nuke, Mocha Pro, Adobe Premiere Pro, Adobe Photoshop, Adobe Audition, and Audacity. Project management. Schedule coordination. High-level problem solving experience with film, television and themed entertainment. Understand Shotgun based studio pipelines. Excellent leadership skills needed to lead a group of artists. Calm and level-headed in stressful situations and with imminent deadlines. Organized and methodical always.

EXPERIENCE

COO/PRODUCER, WOLVES FOR HANDS ORLANDO, FL – JUN 2023 - PRESENT

At WFH myself along with the other developers are working on an indie game utilizing Unreal Engine 5.2 that promises to rival *Until Dawn* both in cinematic quality and gameplay. My day to day tasks currently revolve around planning, funding acquisition, marketing, and assisting with community outreach in anticipation of our announcement down the road. Once we receive funding my role will switch into a more traditional scheduling, artist/game management, and budgeting role.

EXECUTIVE PRODUCER/ FOUNDER, THROW THE KNIFE PRODUCTIONS ORLANDO, FL – MAR 2017 - PRESENT

Outside of class work I provide my services as a consulting producer and assist filmmakers with financing, production services, VFX consultation, staffing, and casting. Additionally, in 2022 I merged my podcast company The Revered Network with TTK Productions. Currently, we have (3) active shows. (1) of which I co-host, edit, and produce, and (2) that I help produce.

ADVANCED PIPELINES & STUDIO PRODUCTION INSTRUCTOR, THE DIGITAL ANIMATION AND VISUAL EFFECTS SCHOOL | ORLANDO, FL MAR 2023 - PRESENT

In this course, I teach students about proper production pipelines and act as their director, supervisor, and producer for their capstone film. A film that must be completed by Week 10 of the 12 week program. Additionally, I review and assist students with their demo reels/portfolios and help prep them for any interviews they have. Lastly, I aided in re-writing the entirety of the school's curriculum and developed their Production Management course for online learning.

SENIOR VFX COORDINATOR, THE CROWDED ROOM - APPLE TV+ | NEW YORK, NY SEP 2022 - JAN 2023

My core duties as Senior VFX Coordinator are to help guide/assist the other coordinator with day to day tasks such as; show research, note taking, bid tracker set up/distribution, vendor relations, tracking and managing vendors and their deadlines, setting up/running meetings with show side personnel as well as vendors. Additionally, I assist with temps, mockups, and concept frames when needed. Lastly, I provide first round notes to vendors.

VFX PRODUCER, ZERO VFX | BOSTON, MA FEB 2022 - SEP 2022

My core duties as a VFX Producer for this studio largely include; establishing/maintaining client relations, bidding, scheduling, managing the production team for my shows, and ensuring the project finishes on-time and under budget. Additionally, when projects begin shooting I am usually on set for 1-2 weeks to assist the VFX Supervisor and further build the studio's relationship with the client for that particular project.

VFX PRODUCTION MANAGER, PIXOMONDO | LOS ANGELES, CA NOV 2021 - JAN 2022

In charge of scheduling all show milestones and individual department tasks. Also, assisted in training the coordinators and assisted with deliveries. Additionally, I was one of the main people in charge of client facing and relaying show updates as well as distributing the client's notes to the team. The main part of my job consisted of tasking out the coordinators and ensuring the overall project was progressing on-time and under budget where possible.

ASSOCIATE PRODUCER, CRAFTY APES VFX | ALBUQUERQUE, NM

JUL 2021 - NOV 2021

ASSOCIATE PRODUCER/SENIOR COORDINATOR, CRAFTY APES VFX | ALBUQUERQUE, NM

NOV 2020 - JUL 2021

Responsible for working closely with VFX Supervisors and the Executive Producer to schedule, track and manage show workflow in order to meet deadlines. Bid current and future work for this location. Create and manage financial reports and ensure we hit all desired profit margins. Act as a liaison with internal personnel and clients to anticipate and communicate issues to the VFX Supervisor to resolve problems promptly. Tasked with knowing details of the schedule and advising production team members accordingly. Responsible for guiding and overseeing the production coordinators as well as training all production personnel as well as writing knowledge base articles.

VFX COORDINATOR, CRAFTY APES VFX | LOS ANGELES, CA

JUN 2019 - NOV 2020

Act as a liaison with internal personnel and clients to anticipate and communicate issues to the Producer and Supervisor to resolve problems promptly. Schedule/run Cinesyncs, calls or meetings between production and clients. Assist in In/Out (I/O) activities while adhering to TPN protocol. Maintain accuracy and organization of Shotgun database and help manage artist tasks and progress.

PRODUCTION COORDINATOR, FALCON'S CREATIVE GROUP | ORLANDO, FL

AUG 2018 - MAY 2019

Track artists' tasks and schedules. Track daily goals and production milestones. Work with the pipeline TD department to improve workflow and troubleshoot issues. Coordinate with the CG Supervisor daily to manage priorities and scheduling. Assist the Executive Producer with production tasks. Assist with casting for live action/voice over projects. Unit Production Manager on live-action sets. Assist Editorial with editing tasks. Manage the recruitment team for Falcon's Digital Media, and part of the Falcon's Podcast team.

COMPOSITOR, MPC | VANCOUVER, BC – JAN 2017 - JAN 2018

While at MPC Vancouver I was tasked with providing rotoscoping support, digital compositing, look development, and stereo packaging.

FREELANCE DIGITAL COMPOSITOR | ORLANDO, FL – SEP 2015 - DEC 2016

Provided the following services as a freelance contractor; CGI Integration, Color Keying, 2D/3D Tracking, Color Correcting, Clean Plating, Rotoscoping, and Digital Makeup

EDUCATION

THE D.A.V.E. SCHOOL | ORLANDO, FL – BACHELOR OF ARTS, VFX PRODUCTION

JAN 2018 - JUN 2018

MPC ACADEMY | VANCOUVER, BC – CERTIFICATE, COMPOSITING

JAN 2017 - MAR 2017

THE D.A.V.E. SCHOOL | ORLANDO, FL – CERTIFICATE, VFX PRODUCTION

AUG 2015 - DEC 2016

RECENT PROJECTS LIST

WOLVES FOR HANDS

Unannounced Project | Video Game (TBD)

APPLE TV+

The Crowded Room | Season 1 (2023)

ZERO VFX

I Wanna Dance With Somebody (2022)

Pixomondo

Winning Time: The Rise of the Lakers Dynasty (2022)

Crafty Apes VFX

Star Trek: Strange New Worlds (2022)

Star Trek: Picard | Season 1 & 2 (2022)

The Cleaning Lady (2022)

Cry Macho (2021)

Puppy Place | Season 1 (2021)

Roswell: New Mexico | Season 3 (2021)

The Flash | Season 7 (2021)

Crafty Apes VFX (Continued)

Orville | Season 3 (2021)

The Little Things (2021)

Zola (2021)

The Starling (2021)

Godmothered (2020)

Mulan (2020)

Westworld | Season 3 (2020)

Runaways | Season 3 (2020)

The Way Back (2020)

Togo (2019)

Hustlers (2019)

Legion | Season 3 (2019)

Seberg (2019)

Banana Split (2018)