

# I V O H O R V A T

V I S U A L E F F E C T S P R O F E S S I O N A L

ADDRESS: 125 5TH STREET, MANHATTAN BEACH,  
CA 90266

PHONE: 310 344 4971

EMAIL: INFO@IVOHORVAT.COM  
IVOHORVAT@HOTMAIL.COM

FOR REELS AND PORTFOLIO GALLERIES,  
PLEASE VISIT:

[WWW.IVOHORVAT.COM](http://WWW.IVOHORVAT.COM)

FOR IMDB INFORMATION, PLEASE VISIT:

[WWW.IMDB.COM/NAME/NM0395712](http://WWW.IMDB.COM/NAME/NM0395712)

## WORK EXPERIENCE

2008-2013

FORMED VFX GROUP TO MEET GROWING DEMAND FOR HARD-SURFACE ENVIRONMENT WORK. TOOK THE OPPORTUNITY TO WORK DIRECT-TO-CLIENT WITH PRODUCTION COMPANIES, PRODUCERS AND DIRECTORS. WORKING INDEPENDENT OF THE TRADITIONAL VFX VENDOR PARADIGM, DELIVERING EVERYTHING FROM MATTE PAINTING ELEMENTS TO FINAL COMPOSITES.

PROJECT:

STUDIO AND CLIENT REPORTED TO:

RESPONSIBILITIES/ACHIEVEMENTS:

AGENT CARTER

MARVEL STUDIOS

DIRECTOR: LOUIS D'ESPOSITO  
PRODUCER: VICTORIA ALONSO  
VFX SUPERVISOR: SHEENA DUGGAL  
VFX PRODUCER: DANIELLE COSTA

CREATIVELY DEVELOPED AND DELIVERED SEVERAL MATTE SHOTS FOR A COMICON PREMIERE OF A MARVEL ONE SHOT PILOT WORKING CLOSELY WITH THE PRODUCTION GROUP AND DIRECTOR. SOME WORK WAS REPAIR TO PREVIOUSLY DONE SHOTS.

THE HUNGER GAMES

WARNER BROS

VFX SUPERVISOR: SHEENA DUGGAL  
VFX PRODUCER(S): JACQUIE BARNBROOK/  
CHANTAL FEHALI  
PROD. DESIGNER: PHILLIP MESSINA

CALLED TO CREATE CONCEPT ART FOR CITY ESTABLISHING MATTE SHOTS. LATER CALLED BACK IN TO ART DIRECT AND ASSIST TROUBLESHOOTING VENDOR MATTE SHOTS THAT WERE IN DANGER OF NOT DELIVERING OR WERE NOT UP TO SCRATCH.

ABRAHAM LINCOLN:  
VAMPIRE HUNTER

20TH CENTURY FOX

DIRECTOR: TIMUR BEKMAMETOV  
VFX SUPERVISOR(S): CRAIG LYN/  
MICHAEL OWENS

DELIVERED 2.5 MINUTES OF FINAL FILM. CALLED IN TO CONCEPTUALIZE AND DELIVER THE VERY COMPLEX OPENING AND CLOSING SHOTS. DURING POSTPRODUCTION CREATED CONCEPT ART FOR SEVERAL OTHER SEQUENCES TO HELP VENDORS HIT THEIR VISUAL TARGETS.

TRIGGERSWITCH  
(IN DEVELOPMENT)

INFORMANT MEDIA

PRODUCER: HOWARD MELTZER  
DIRECTOR: STEVEN MICHAEL BECK  
VFX PRODUCER: KATHY TISHLER

ACTING AS VFX SUPERVISOR/DESIGNER, BIDDING, WORKING TO DEVISE MOST CREATIVE AND IMPACTFUL VFX FOR A SMALLER INDIE BUDGET.

PEACEFORCE

MISOFILM

DIRECTOR: PETER GORNSTEIN  
PRODUCER: BEATRICE VON SCHWERIN

ACTED AS VFX SUPERVISOR, WORKING CLOSELY WITH THE DIRECTOR AND WRITER DURING PREPRODUCTION TO SHAPE THE WORK TO BEST HELP THE NARRATIVE WITH A LIMITED BUDGET. WENT ON LOCATION TO SUPERVISE PLATE AND ELEMENT SHOTS. HIRED CREW AND MANAGED BUDGET TO DELIVER FINAL SHOTS.

RISE  
(IN PRODUCTION)

WARNER BROS.

DIRECTOR: DAVID KARLAK  
VFX SUPERVISOR: CRAIG LYN

WORKED WITH THE DIRECTOR AND VFX SUPERVISOR TO DESIGN AND DELIVER THE OPENING SHOTS.

## WORK EXPERIENCE (CONT.)

2006-2013

FREELANCE CAREER. CONTRIBUTING SHOTS OR CONCEPT ART TO THE FOLLOWING PROJECTS THROUGH VARIOUS VENDORS.

VENDORS:

PIXOMONDO  
UNCHARTED TERRITORY  
PRIME FOCUS  
SONY IMAGEWORKS  
IMAGINARY FORCES  
COUNTERFEIT FX  
RODEO FX  
ZOIC  
EFFETI DIGITALI ITALIA

FILMS CONTRIBUTED TO:

AFTER EARTH  
2012  
TRON: LEGACY  
I AM LEGEND  
SOUTHERN CALIFORNIA EDISON  
MOLINARI  
RESIDENT EVIL: AFTERLIFE  
RED RIDING HOOD  
ADIDAS: ARENA

2001-2006

MATTE PAINTING SUPERVISOR AT SONY IMAGEWORKS, TASKED WITH RUNNING THE DIGITAL MATTE DEPARTMENT CREATIVELY AND TECHNICALLY.

FILMS CONTRIBUTED TO:

AMERICA'S SWEETHEARTS  
HARRY POTTER AND THE SORCERERS STONE  
SPIDERMAN  
STUART LITTLE 2  
I SPY  
ANGER MANAGEMENT  
CHARLIE'S ANGELS: FULL THROTTLE  
SEA BISCUIT  
THE HAUNTED MANSION  
50 FIRST DATES  
POLAR EXPRESS  
CHRISTMAS WITH THE KRANKS  
PRIZEWINNER  
CHRONICLES OF NARNIA  
SUPERMAN RETURNS  
CLICK

1998-2001

SENIOR MATTE ARTIST AT ILM

FILMS CONTRIBUTED TO:

THE MUMMY  
STAR WARS: EPISODE 1  
WILD WILD WEST  
THE MUMMY RETURNS  
E.T. SPECIAL RELEASE  
GALAXY QUEST  
SPACE COWBOYS

## WORK EXPERIENCE (CONT.)

1994-1997

SONY IMAGEWORKS STAFF MATTE ARTIST

FILMS CONTRIBUTED TO:

SPEED  
JUDGE DREDD  
THE CABLE GUY  
PHENOMENON  
THE GHOST AND THE DARKNESS  
CONTACT  
SNOW FALLING ON CEDARS

## EDUCATION

1992-1994

ART CENTER COLLEGE OF DESIGN, TRANSPORTATION DESIGN

## SOFTWARE SKILLS

EXPERT LEVEL USER OF:

ADOBE PHOTOSHOP	
ADOBE AFTEREFFECTS:	TRACKING, MULTI-PASS CG, GREENSCREEN, VARIOUS PLUGINS
NUKE:	TRACKING, MULTI-PASS CG, GREENSCREEN, VARIOUS PLUGINS
CINEMA 4D:	SCENE SETUP, ANIMATION, CAMERA PROJECTION, RENDERING, SCENE EXPORT
VRAY:	SHADING, RENDERING

BASIC LEVEL USER OF:

MAYA  
3DS MAX

## OTHER APPLICABLE SKILLS

AVID PHOTOGRAPHER  
TRADITIONAL PAINTING AND DRAWING