

MATTHEW HANGER | Effects Supervisor

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PROFESSIONAL EXPERIENCE

INDUSTRIAL LIGHT & MAGIC

June 2020–Present

Effects Supervisor

- Oversees FX Team, providing day-to-day guidance, support and feedback on both creative and technical issues. Approves FX work for ultimate approval by the VFX Supervisor.
- Experience with complex FX projects, managing teams of > 20 FX artists, across multiple sites (VAN, SF, SING, LON).
- VES Nomination 2023 “Outstanding Effects Simulation in a Photoreal Feature” - Black Panther: Wakanda Forever; City Street Flooding
- VES Nomination 2022 “Outstanding Effects Simulation in an Episode, Commercial, or Real-Time Project” - LOKI; Journey into Mystery; Alioth Cloud

Black Panther: Wakanda Forever

Loki S1

Eternals

The Bubble

Hawkeye

SCANLINEVFX

Nov 2019–June 2020

Senior Effects Technical Director

- Generated FX elements, procedural animation and dynamic simulations for feature film and episodic visual effects.
- Contributed to the development and improvement of the studio Houdini pipeline. Supported artists in new techniques and efficiencies.
- Learnt proprietary pipeline and Flowline fluid simulation software.

Free Guy

SONY PICTURES IMAGEWORKS

Oct 2017–Nov 2019

Senior Effects Technical Director

- Responsible for the visual design and development of stylistic effects, including tool-building and artist support.
- SPI Award for “Outstanding FX in a Shot” (June 2020)
- SPI Award for “Outstanding FX in a Shot” (March 2019)
- Applause Award for “Outstanding performance and lasting contribution to Sony Pictures Entertainment” (March 2019)
- Applause Award for “Outstanding performance and lasting contribution to Sony Pictures Entertainment” (July 2018)

Spider-Man: Into the Spider-verse

Spider-Man: Far From Home

Jumanji: The Next Level

ANIMAL LOGIC

Sep 2016–Aug 2017

Effects Technical Director

- Responsible for creating and animating digital effects elements to meet and enhance art direction.

The LEGO Batman Movie

The LEGO Ninjago Movie

CUTTING EDGE

Feb 2012–Sep 2016

VFX Artist

- Responsible for assessing VFX requirements on incoming shots and formulating actionable plans, managing teams of artists and solving and preventing problems. Supervised completion and delivery of shots to an excellent standard, fulfilling both the VFX supervisor and client visions.
- Expected to have a high proficiency in a large number of 3D disciplines from matchmove/ camera tracking to asset creation to FX and rendering.

Underworld: Blood Wars

Guardians of the Tomb

Powers S2

Underground

Powers S1

The Age of Adaline

The Fear of Darkness

Predestination

I, Frankenstein

EDUCATION

GRIFFITH UNIVERSITY

Bachelor of Animation

2009-2011

- Award for Academic Excellence, Griffith University (2011)
- Outstanding Young Alumnus Award, Academic Group Winner (2020)

SKILLS

- Houdini
- Nuke
- Linux
- Shotgrid
- Katana
- Maya

NATIONALITY

- Australian | Canadian Dual Citizen
- Fluent English

REFERENCES

- Available on Request