

Peter Wildman

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Blur Studio, Culver City, CA, USA

Production Director | March 2017 - Present

- Focus on overseeing **all projects** to ensure creative and financial goals are met.
- Defined scope, organized schedule and managed execution for multiple episodes of **Netflix's *Love, Death & Robots***, an animated graphic anthology totaling approximately 48 minutes of content.
- Function as project Portfolio Director by consulting on and executing major studio decisions, including: accepting and scheduling new projects, infrastructure upgrades and expansion, capital purchases, hiring of personnel and future planning for the company.
- Work with COO to identify and execute solutions for potential or current issues within the studio, including personnel, financial, organizational and infrastructure issues.
- Lead production teams by aiding in managing the project workflow, schedule and creative fidelity
- Monitor production activities and adjust schedules to ensure timely deliveries
- Consult and develop pipeline improvements to optimize production speed and quality
- Supervise and manage underutilized departments in lieu of department supervisors. Designated "Architect" of select departments during transition periods
- Work collaboratively with other departments to ensure working relationships and communication meet the highest standards
- Facilitate the execution and implementation of new business plans, launches and initiatives

CG Supervisor | April 2014 - March 2017

Lawbreakers (Video Game)
Halo Wars 2 (Video Game)
ADR1FT (Video Game)
Fallout 4 (Video Game)
Deadpool (Feature Film)
Avengers: Age of Ultron (Feature Film)
Far Cry 4 (Video Game)

Scene Assembler | March 2012 - April 2014

Thor: The Dark World (Feature Film)
Halo: The Master Chief Collection (Video Game)
The Kraken Rum: "Black Ink" (Commercial)
League of Legends (A Twist of Fate) (Video Game)
Elder Scrolls Online (Video Game)
Injustice: Gods Among Us (Video Game)
BioShock Infinite (Video Game)
Dark Souls 2 (Video Game)
The Amazing Spider-Man (Feature Film)

chops and moxie, Amsterdam, Netherlands

Founder | June 2010 - December 2011

- Boutique architectural rendering Studio

Studio AMD, Providence, RI, USA

Artist in Residence | March 2010 - June 2010

- Worked independently on personal projects
- Acted a mentor to other artists

dbbox nl, Amsterdam, Netherlands

Director of CG | October 2008 - December 2009

- Managed multiple projects and teams. Ensure aesthetic and quality standards
- Monitored scheduling, deadlines and fiscal input/output
- Main client contact and decision maker regarding which of what projects dbbox nl moves forward with
- Developed workflow, pipeline, tools and file structure
- Provided new techniques and innovative problem solving
- Supervised training of all new members and existing members of staff

Manager | November 2007 - October 2008

- Managed team to deliver quality work on deadline
- Guided start-up branch from conception to self sufficiency
- Developed new workflow, while researching & maintaining current level of standards

Lead Designer | November 2006 - November 2007

- Managed a small team and followed through projects from pitch to completion
- Balanced multiple client demands on same project
- Collaborated with team to produce advertising imagery

Studio AMD, Providence, RI, USA

Senior Designer | February 2006 - November 2006

- Lead artist
- Completed several projects independently and as a member of a team
- Acted a mentor to other artists

dbbox, New York City, NY, USA

Designer | August 2004 - February 2006

- Worked as a production artist striving to create the highest quality product within deadline

University of Arizona, Tucson, AZ, USA

Bachelor of Arts, Interdisciplinary Studies, 2003

- Designed own degree program which later became the template for The Masters of Digital Arts
- Awarded one of three Creative Achievement Awards in a student population of over 32,000