

Jessie Amadio

CG / VFX Supervisor and Senior Lighting TD

DEMO REEL BREAKDOWN

1) Industry X - Accenture (2021) - The Mill

CG/VFX Supervisor, incl. shoot supervision. Oversaw design and build of four key CG characters. Led team of animators and lighters in creating 28 shots, contributed shot lighting.

2) Neon Rapture - (2021) - MPC NY - Dir. Tim Richardson

CG Supervisor, full CG 90s shot film. Environment model prep and lookdev and contributed to camera animation. Lighting on 50% of shots.

3) Moncler (2022) - The Mill

Lighter, lighting on CG bird.

4) The World's Tunnel - Budweiser World Cup (2022) - The Mill - Dir. Terence Neale

CG/VFX Supervisor, incl. shoot supervision. Oversaw CG tunnel environment in 18 shots. Re-created virtual match to on-set LED strobe lights. On-set Leica BLK230 LIDAR scan of on-set miniature.

5) Samsung (2020) - MPC NY

CG Supervisor, lighting. 90s spot.

6) The Boy and the Piano - John Lewis (2018) - MPC London - Dir. Seb Edwards

Lighting on CG face replacements in four shots. Lookdev on Elton skin shader (Maya).

7) The Biscuit Jar - Milka (2016) - MPC London

Lighting of Old Man & close up of Clock (Maya).

8) Into the Luckyverse / Dragon Lagoon - Lucky Charms (2023) - Carbon VFX

CG/VFX Supervisor, incl. shoot supervision. Oversaw previs for both spots. Environment layout of foliage and procedural grass scatter setup in Houdini. Lighting on magic forest and milk lagoon shots.

9) Buster the Boxer - John Lewis (2016) - MPC London - Dir. Dougal Wilson

Lighting of multiple creatures & trampoline (Maya).

10) Trailblazers - Heineken (2017) - MPC London - Dir. Matthijs van Heijningen

Lighting on two space-station shots and look-setting on opening wide of space-station (Maya). Rendered comet volumes and FX destruction.

11) When All You Can Burger Is Think About - Postmates (2019) - MPC London

Lighter, lighting on sequence of bouncing CG burger shots.

12) Fire Age - Game of War (2013) - Method LA

Lighting & lookdev of Hydra in 3 shots (Houdini).

13 Imagination - GE (2014) - Method LA

Developed feather groom for plane asset (Houdini). Lighting & lookdev plane sequence.

14) Factory Of Life - Infiniti (2013) - Method LA

Lighting of robots in seven shots (Maya VRay).

15) Sweetarts (2023) - Carbon VFX

CG Supervisor, lighting on CG candy inside bag. Oversaw previs, environment design of two CG living rooms.

16) Body On Frame - Nissan (2012) - MPC LA

Lighting & lookdev of moving car part (Maya).

17) Wedding - California Cheese (2014) - Method LA

Lighting & lookdev on muzzle in all 19 shots (Houdini).

18) One Day - GE (2014) - Method LA

Lighting & lookdev on all engine sequence.

19) Dell (2020) - MPC NY

CG Supervisor, camera animation, lighting. Oversaw environment build of three full CG rooms.

20) Little Twists - Sainsbury's (2016) - MPC London

Lighting on squirrels in ve shots (Houdini).

21) Trust - Agos (2017) - MPC London

CG Supervisor, delivered 10 creature shots in 4 weeks. Oversaw groom and rig updates, lighting, and anim. Lighting on one shot of bear facing girl, sculpted basic blendshapes and set up basic fur simulation (Maya).

22) Takumi Cats - Lexus (2017) - MPC London

Lighting Lead, lighting in multiple shots (Maya).

23) The Stork - Fiat (2017) - MPC London

Lighting Lead, set lighting in all shots and finalised featured shots of stork (Houdini).

24) Born Confident - VW (2017) - MPC London

Lighting of creature in three shots (Maya).

25) Christmas 2117 - Edeka (2017) - MPC London

Lighting on cinema lobby sequence (Houdini).

26) The Next Awaits - Hyundai (2019) - MPC London - Dir. Dante Ariola

CG/VFX Supervisor, incl. shoot supervision. Oversaw creation of full CG car without CAD, time-lapse landscape, and extensive DMP. 3 month schedule., 2 min final length.

27) Be More Berocca - Berocca (2017) - MPC London

Lighting of creature in two shots (Maya). Look-development of tongue and mouth.

28) Toy - Chushelle (2018) - MPC London

Lighting on three shots, koala & teddy bear (Maya).

29) Paradise Bay Duet - King Games (2019) - MPC London

Lighter, lighting on two turtle shots. Lookdev.

30) Hagrid's Magical Creatures - Universal (2019) - MPC London - Dir. John Sunter

VFX Supervisor, incl. shoot supervision. Oversaw creature build, anim, lighting & FX. Devised seamless shot blends for one-shot. 3 month schedule. Lighting on centaur shot and last Hagrid shot.

31) It's Time to Play - Playstation (2019) - MPC London - Dir. Gary Freedman

CG/VFX Supervisor, incl. shoot supervision. Oversaw execution of 30+ CG characters and vehicles.

32) Airheads (2023) - Carbon VFX

CG Supervisor, lighting on character and pack-shot.