

MATTHEW DuVALL

415-634-8857 | matthew.n.duvall@gmail.com | [Linkedin.com/in/matthewduvall](https://www.linkedin.com/in/matthewduvall) | matthewduvall.com

SUMMARY

Experienced technical artist with a demonstrated history in computational photography, interactive experiences and motion pictures. Accomplished team leader with a knack for educating and high-pressure project strategizing. Effective workflow architect that just can't help but prototype workflows to solve complex challenges, and can even follow through to productionizing them.

PROFESSIONAL EXPERIENCE

APRIL 2018 – PRESENT

Visual Designer, Google, Playa Vista, CA

- Develops functioning prototypes of long-term technology visions.
- Applies an inspired level of quality to internal and public facing materials and demonstrations, including the AR Realism Google I/O '19 live demo.
- Successfully brings hardware and software futurism into functional reach.
- Bridging the gap between art and science.

NOVEMBER 2016 – APRIL 2018

Lead Compositor, Lytro, Mountain View, CA

- Contributed heavily to the technical post production workflows to drastically increase image quality and overall experience of Light Field Video VR productions.
- Solved show stopping production challenges with post production workflows, for example hybrid volumetric image pixel position and color alignment to solve calibration errors.
- Dramatically optimized render needs at the 11th hour for a render animation film, allowing timely delivery for a film festival.
- Prototyped pipelines for remastering Light Field Video VR experiences to Mobile AR.

AUGUST 2014 – NOVEMBER 2016

Compositing Supervisor, Atomic Fiction, Oakland, CA

- Led a team of 25+ artists across two studios.
- Generated show wide and studio wide pipeline tools and templates.
- Held training courses for junior and mid artists to increase the team's technical abilities.
- Delivered multiple projects heavily under budget due to creative solutions.
- Designed workflows and concept art that defined big budget films.
- As the final production step, worked closely across the production stack to ensure the highest quality and creative flexibility.

FEBRUARY 2013 – AUGUST 2016

Lead Compositor, Method Studios, Santa Monica, CA

- Led a team of 20+ artists.
- Generated show wide compositing templates and tools.

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- Quickly and effectively learned publically available tools after several years using proprietary tech.

AUGUST 2010 – August 2013

Compositor, El Segundo, CA

- Accepted to the compositing apprentice program before completing BFA.
- A member of the “911” team for last minute, high pressure projects.
- Due to scheduling conflicts and management issues, effectively completed tiered deliveries for two understaffed films simultaneously.
- Worked with software teams to align proprietary internal tools with external trends and abilities.

MAY 2009 – AUGUST 2009

Intern, BBC America, New York City, NY

- Created, designed and implemented a visual effects driven viral marketing campaign.
- Wrote entertainment based automotive articles, paired with photography and stylized illustrations.
- Edited television content for broadcast.

JUNE 2007 – AUGUST 2010

Production Generalist, Tricycle Studios, Tampa, FL

- Began my career of applying new technology and piecing together workflows to create something new and otherwise impossible
- Generated videography, motiongraphy and web content for a variety of platforms

PUBLICATIONS and CREDITS

MONTH YEAR – MONTH YEAR

Research

“DeepView: View Synthesis with Gradient Descent”, CVPR 2019

“Compositing Light Field Video with Multiplane Images”, SIGGRAPH 2019, First Author

“A Low Cost Multi-Camera Array for Panoramic Light Field Video Capture”, SIGGRAPH Asia 2019

Film

“Pirates of the Caribbean: Dead Men Tell No Tales” (2017), “Teenage Mutant Ninja Turtles: Out of the Shadows” (2016), “Rings” (2016), “The Huntsman: Winter’s War” (2016), “Star Trek Beyond” (2016), “Deadpool” (2016), “San Andreas” (2015), “Game of Thrones” (2015), “Paranormal Activity: The Ghost Dimension” (2015), “A Scout’s Guide to the Zombie Apocalypse” (2015), “The Walk” (2015), “Hercules” (2014), “Into the Storm” (2014), “Seventh Son” (2014), “Divergent” (2014), “Thor: The Dark World” (2013), “R.I.P.D.” (2013), “The Bourne Legacy” (2012), “Life of Pi” (2012), “Chronicle” (2012), “Big Miracle” (2012), “Mr. Popper’s Penguins” (2011), “Hop” (2011)

VR

“Hallelujah” (2017), “One Morning (2017), “Sensations of Sound (2017)

AWARDS

Best VR Documentary, Advanced Imaging Society Lumiere Awards, The New York Times & Lytro
“Sensations of Sound” (2017)

Technology Award Honoree, Advanced Imaging Society Lumiere Awards, Lytro Immerge (2017)

Best Picture, Best Visual Effects, Academy Awards, Rhythm and Hues “Life of Pi” (2012)

EDUCATION

2007-2011

Savannah College of Art and Design, GA

Bachelor of Fine Arts, Visual Effects

Dean's List, Portfolio Scholarship, Academic Scholarship

2007

Florida State University, FL

Media Communications, Film Minor