



Bryce DiCristofalo

XR Virtual Production Specialist

CONTACT

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 brycedicristofalo@gmail.com

EDUCATION

ASSOCIATES DEGREE / FILM PRODUCTION

Full Sail University

BACHELORS DEGREE / BUSINESS ADMINISTRATION

Full Sail University

MASTERS DEGREE / BUSINESS ADMINISTRATION

University of Texas

SKILLS

XR/VP Production
Volumetric Production
Producing
MOYSY Tracking
Disguise
HECOOS
Unreal Engine
UNITY
VP Workflow
Studio Development
Studio Design
ROE and AOTO LED
Sony Venice 2 workflow
ARRi Camera
RED Camera
Equipment Purchasing
Live Production
Client Relations
Production Budgeting
Technical Analysis
Microsoft Excel
Microsoft PowerPoint
Microsoft Word
Microsoft Outlook
Sales Force
Trello

SUMMARY

Bryce DiCristofalo in 2021 official partnered with NEP, to build one the largest XR Stage in the United States. During the past two years he also created the first-ever Full Sail University Partnership that created what is now Full Sail Studios. This led to yet another, first-ever, fully produced virtual production feature film "9 Windows" announced to the world live on CBS Los Angeles on October 28, 2022. Recently the XR Director at VEU ENTERVERSE, a full immersive Meta Verse launching this year (2023).

PROFESSIONAL EXPERIENCE

2021 – **XR Director** / VEU Inc.

Present

- Overseen all operations of production of products, including Meta-Verse Platform, ENTERVERSE.
- Manage and maintained game development teams worldwide.
- Hiring and team building.
- Developed pipelines for Unreal Engine assets
- Point-of-contact for new clients regarding investment opportunities and strategic partnerships.
- Attended conferences like CDC and DICE to showcase and demo products.

2021 – **Producer "9 Windows"** / Full Sail Studios

2022

- Produced the first film with Full Sail Studios on their first XR LED Stage
- Managed Project from script to distribution
- Overseen all development of Unreal 4.27 assets
- Fully Produced Virtual Production film on LED Volume
- Produced "9 Windows" the now first fully shot Virtual Production feature film.

2021 – **XR Producer** / Brand Star Studios

2021

- Contracted to Produce and Develop workflow for Florida's first full functional XR LED Stage.
- Produced for Brand Stars branded shows for television.
- Produced commercials from Ferrari to Google.
- Developed Virtual Production Workflow for all XR production on the LED Studio Stage.
- One the first to shoot live content with the Sony Venice 2 and Mosys Star Tracking in the USA.

2015 –
2020

CHIEF OPERATIONS OFFICER / Epic Entertainment Enterprises

- Developed and implemented business plans for financing and fundraising.
- Developed database for client services.
- Responsible for month-end reconciliations for over 40 clients.
- Developed technology for future production and access to worldwide markets.
- Monthly quantitative analysis of financial data
- Prepared monthly report of actual revenue versus forecasted revenue, identifying trends, and researching variances.
- Manage new clients and new business development.
- Produced several high-profile projects from Sony Pictures Venom and HBO's Perry Mason.
- Developed and presented new technology reports for equipment purchases.
- Served as point of contact to development new partnerships in Beijing and Hong Kong.

2011 –
2014

Executive of Production and Development / Disney Corp

- Subject matter expert for risk and control operations processes for new projects in production.
- Provided day-to-day support to several business units, including Operations, Production, Back Office, and Legal.
- Worked in conjunction with Legal to develop title and tax rebates for productions in Louisiana.
- Developed tracker Access database to track legal documentation.
- Point-of-contact for Back Office regarding chain of title to ensure proper legal documentation was in place.
- Assisted in quarterly CCAR projects.