

Thomas Tannenberger

Head of Studio | Senior VFX Supervisor | Producer tanne2@mac.com | +1
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Dual Citizen

Profile

Award-winning Visual Effects Supervisor and Producer with over 30 years of experience across 100+ feature films and TV series. Expert in managing global VFX pipelines, vendor networks, and data-driven production strategies. Skilled in leveraging emerging technologies, including machine learning-assisted workflows, to optimize creative and budgetary outcomes. Proven leader in studio operations, international tax incentives, and cross functional collaboration. Nominated for three VES Awards and recipient of multiple industry honors. Fluent in English, German, and basic French.

Core Competencies

- VFX Supervision, production and vendor management across global studios, on-set and in post
- Creative Direction, conceptual design and technical direction.
- Integration of emerging technologies (e.g., machine learning, ComfyUI) into VFX workflows
- Data-driven insights for budgeting, scheduling, and production optimization
- Expertise in international tax incentives and distributed workflows
- Proficient in Nuke, Flow (Shotgun), ComfyUI, Da Vinci, 3D CGI packages, MS Office Suite, collaborative workflow tools and more

Professional Experience

Crafty Apes, USA (Remote, Multi-Location)

2022–Present

Senior VFX Supervisor and Producer

- Lead on-set and post-production VFX Supervisor for major feature and streaming projects, including MGM's Unstoppable, Amazon's The Peripheral, and FOX's Mike.
- Optimizing vendor assignments and delivery schedules across U.S. and Canada studios. · Collaborate with cross-functional teams to align creative vision with production goals, ensuring high-quality delivery.

Crafty Apes, Montreal

2021–2022

Head of Studio

- Conceptualized and established Montreal studio, overseeing talent acquisition, remote operations, and project execution for Disney, Paramount, and Apple TV projects.
- Implemented strategic frameworks for capacity planning and vendor coordination, navigating competitive Quebec talent market. · Served as Executive VFX Producer, managing global workflows and client relations.

Cinesite, Montreal

2019–2021

Executive VFX Producer / VFX Producer & Supervisor

- Oversaw VFX post-production for Netflix's, and Millennium's *Angel Has Fallen*, Netflix' *Tribes of Europa*, Paramount's *Rocketman*, Amazon's *Jack Ryan S1&S2*
- Developed strategic valuation analyses and scenario planning to optimize budgets and schedules, leveraging international tax incentives. · Partnered with data analysts to establish robust tracking systems for vendor performance and project milestones.

MPC, Vancouver & Montreal

2017–2019

VFX Producer

- Managed VFX production for Warner Bros / Legendary's *Godzilla: King of Monsters*, *Aquaman*, FOX Searchlight's *The Mountain Between Us*, and Disney's *Noelle*

- Streamlined vendor management and delivery schedules, ensuring alignment with creative and budgetary goals.
- Conducted data-driven progress tracking and change-order management for multi-vendor projects.

Mokko Studio, Montreal

2015–2017

Head of Production

- Directed VFX pipelines for *League of Gods*, *Office Christmas Party*, and *Stronger*, managing 3500+ shots across Multiple vendors.

- Negotiated budgets and schedules, optimizing vendor performance and production efficiency.

Gradient Effects, Los Angeles, Vancouver, New York

2006–2014

Founding Partner / VFX Supervisor & Producer

- Co-founded VFX studio, expanding operations to Vancouver and New York, with a focus on custom VFX Supervision and technology development.

- Supervised VFX for VES Award nominated Warner Bros' *The Box*, *Harry Potter and the Deathly Hallows 1+2*, *Identity Thief*, and *Game of Thrones Season 3* · Led strategic initiatives for vendor networks and international project financing.

- Winner of an HPA technology award for *Sandbox*, custom pre-visualization software.

Freelance VFX Supervisor & Producer, Los Angeles

2003–2006, 2014–2015

- On-Set and post. Provided VFX supervision and production for *Race*, *The Bronze*, *Southland Tales* and many more, managing global vendors.

Das Werk AG, Frankfurt / Los Angeles / Munich

1996–2003

C.E.O. / C.T.O. / VFX Supervisor & Producer

- Expanded VFX and post-production services globally, integrating Centropolis Effects (Los Angeles) and over-seeing studios in London, Paris, and more.

- Executive produced VFX for *The Matrix 2&3*, VFX Supervision for *The Pianist*, and *Run, Lola, Run!*.

Honors and Awards

- Hollywood Post Alliance Awards: *Krupp* (2009), *Glow* (2010), *Digital Sandbox* (2012)
- D&AD Yellow Pencil Award: *Who's Gonna Save My Soul* (2009)
- VES Awards Nominations: *The Box*, *Krupp*, *Who's Gonna Save My Soul* (2009–2010)

Software Proficiency

Creative: ComfyUI, Nuke, Adobe Suite, DaVinci, MochaPro, Autodesk. Pipeline/Production: Flow, Frack, RV, Word, Excel, FileMaker, custom tools.

Education

Johann-Wolfgang Goethe University, Frankfurt, Germany.