TK GORGONIA

Creative Director/ Producer / Virtual Production Specialist

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📍 Los Angeles, CA

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PROFILE

A unique, adaptive hybrid of skills with 8+ years in XR, video games, and film. Professional hands-on experience as a Director, Producer, Performer, and Tech.

A passionate practitioner of both creative and technological processes, with an affinity for various philosophies, and point of views, to deliver meaningful experiences for peers and viewers, alike.

VIRTUAL PRODUCTION

Virtual Production Workflow
Realtime Character Animation
Sequencer Assembly and Rendering
Environment and Level Building
Fur and Clothing Physics

SKILLS

Skill	Rating
Unreal Engine	●●●●○
Unity	●●●○○
Motionbuilder	●●●○○
Shotgun	●●●○○
JIRA	●●●○○
P4V	●●○○○
Adobe Suite	●●●●○

PRODUCTION SKILLS

Technical Pipeline Overviews
Project Coordinating
Scheduling and Overseeing Shoots
Data Transfer and Deliveries
Asset and Team based organization
B2B & B2C Communications

PROFESSIONAL EXPERIENCE

Rouge Mocap — *June 2016 - Current*
Creative Director / Virtual Production Supervisor
• Lead creative & technical teams in support of all departments from concept to delivery
• Involved in over 40+ full length projects including both domestic and international clients
• Provided consultation for pipeline, and creative solutions in XR, AAA video games, & film

Scanline VFX, Netflix — *Sept 2021-Jan 2022*
Virtual Production Specialist / Unreal Engine Technical Artist
• Maintained and taught Virtual Production practices for UE4 and LED stage applications
• Utilized UE4 practices and in house tools for blockbuster productions and previz
• Provided remote and on set technical support for performance capture shoots

RYOT — *Nov 2018-2020*
Virtual Production Specialist / Unreal Engine Technical Artist
• Developed & mastered the UE4 realtime pipeline to achieve next level Virtual Production
• Fluidly received content and prepared realtime interactions, recordings, and deliveries
• Communicate planning and execution of VP pipelines with creative and technical crews

Gnomon School of VFX & Orange Coast College — *June 2019 - 2021*
Instructor, Virtual Reality and Augmented Reality Advisory Committee
• Teach on set and post process practices for performance capture and virtual production

NOTABLE PROJECTS

Star Wars: Rise of Skywalker World Premiere 5G AR Activation — *RYOT 2019*
Realtime Operator / Scenic and CGI Consultant / Casting Director
• Oversaw CGI project integrity in cohesion with ILMxLab, Disney, Verizon, and RYOT
• Conducted live realtime events for UE4 scene during SW:RoS World Premiere in Hollywood
• Provided casting and technical direction for performers during demo and live performances
• Assisted with consultation of live fabrication and placement of digital assets for activation

The Chimerical Era VR Experience — *2018-2019*
Director / Producer / Actor
• Recruited and managed of a team of 50+ people to develop an original VR property
• Ensured adherence to launch schedule by keeping teams aware of progress and deadlines
• Project received recognition from VRLA 2018, Infinity Festival, Sundance, and Tribeca
• Work time and resources valued at over $2+ million

Inxile Entertainment - Performance Capture Actor & Consultant (2018-Present)
Bard's Tale IV, Wasteland 3

UE4 Personal Projects - Virtual Production Writer, Director, Performer, & Artist (2015-Present)
Project Codename: Revitalize (Anthology Series)

COURSEWORK AND TRAINING

Learn Edge - Spring 2021 Mentorship: Game Development in UE4 & Blueprints
• 32 lessons in game framework, system & controls, enemy AI, UI, progression and more
Epic Games - Basic and Advanced workshops and Training
• 2019 Raleigh Unreal Academy, Virtual Production, Sequencer, Lighting, & Materials
The MoCap Vaults - Oliver Hollis-Leick, Richard Dorton, Dan Gregoire, John Dower
• Full curriculum on fundamental and advanced acting, and directing for performance capture
Edge Studio, Formosa Interactive, Gray Knight, and Dave Fennoy Voice Over Workshops
• Voice acting for video games, vocal techniques and business etiquette