

NIALL BOOKER

Art Director | Senior 3D Environment Generalist | Concept Artist

Location: Los Angeles, CA | Remote Available | Work Eligibility: USA, UK, EU

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AWARDS & RECOGNITION

[WINNER] Academy Award (Oscar) - Best Visual Effects - Avatar: Fire and Ash (2026) - Weta FX

[WINNER] BAFTA Award - Best Special Visual Effects - Avatar: Fire and Ash (2026) - Weta FX

[WINNER] Critics Choice Award - Best Visual Effects - Avatar: Fire and Ash (2026)

[WINNER] Saturn Award - Best Film Visual/Special Effects - Avatar: Fire and Ash (2026)

[WINNER] VES Award x7 - Outstanding VFX Photoreal Feature + Outstanding Character + Outstanding CG Cinematography + Outstanding Environment + Outstanding Model + Outstanding Effects Simulation + Emerging Technology Award - Avatar: Fire and Ash (2026)

[WINNER] VES Award x3 - Outstanding VFX in Photoreal Episode + Outstanding Animated Character + Outstanding Created Environment - The Mandalorian Season 1 (2021) - via Pixomondo

[WINNER] VES Award - Outstanding VFX in Photoreal Episode - The Orville Season 3 - via Pixomondo

[WINNER] Clio Award - Call of Duty: Seize Your Glory - via MPC

[NOMINATED] Academy Award (Oscar) Nomination - Best Visual Effects - Alien: Romulus (2025) - Weta FX

[NOMINATED] Academy Award (Oscar) Nomination - Best Visual Effects - Kingdom of the Planet of the Apes (2025) - Weta FX

[NOMINATED] Academy Award (Oscar) Nomination + BAFTA Nomination - Best Visual Effects - Avengers: Infinity War (2019) - Digital Domain

[NOMINATED] Academy Award (Oscar) Nomination + BAFTA Nomination - Best Visual Effects - Ready Player One (2019) - Digital Domain

PROFESSIONAL SUMMARY

Academy Award (Oscar) and BAFTA winner for Avatar: Fire and Ash (Best Visual Effects, 2026). Senior Environment Artist, Art Director, and 3D Generalist with **15+ years** of experience building photorealistic digital worlds for feature film, episodic television, gaming, and advertising. Expert in environment design, digital matte painting, layout, set dressing, look development, virtual production, real-time rendering, and concept art. Credits at **Weta FX, Framestore, Harbor, ILM, Pixomondo, and Digital Domain**. Available for remote or hybrid work from Los Angeles. Dual citizen — work eligible in USA, UK, and EU without sponsorship.

CORE SKILLS

- **Environment Art:** 3D Environment Design - Digital Matte Painting - Layout - Set Dressing - 2.5D Set Extensions - Scene/Camera Layout - Environment Lighting
- **Virtual Production:** Virtual Art Direction (VAD) - LED Volume - StageCraft - Real-Time Rendering - On-Set VFX - Previs
- **3D / CG:** Modeling - Sculpting - Look Development - Texturing - Photogrammetry - Procedural Modeling - Asset Management - Scene Assembly
- **Concept Art:** Key Art - Matte Painting - Texture Painting - Storyboarding - Pitching - Mood Boarding
- **Pipeline:** Compositing - Nuke Scripting - Rendering - Pipeline Optimization - Cross-Department Collaboration
- **Leadership:** Art Direction - Team Leadership - VFX Supervision Support - Workflow Development - AI Workflow Integration

WORK HISTORY

Senior Matte Painter and Concept Artist | [Framestore](#) | Los Angeles, CA - Remote | *Jan 2026 - Feb 2026*

- Delivered matte paintings, 2.5D set extensions, and Nuke scripts for **Travel.com "I Can't Live Here"** Super Bowl LIX commercial campaign.

Senior Matte Painter and Concept Artist | [Harbor](#) | Los Angeles, CA - Remote | *Sept 2025 – Oct 2025*

- Delivered matte paintings, 2.5D set extensions, and Nuke scripts for **Infiniti** automotive commercial.

Senior Layout TD and Senior Environment Generalist | [Weta FX](#) | Los Angeles, CA - Remote | *Aug 2021 - Sep 2025*

- **Oscar Winner, BAFTA Winner, 7x VES Award Winner - Avatar: Fire and Ash:** Layout Dressing Master responsible for environment builds and set dressing across the full production. Managed asset pipelines, environment layout, and sequence-level dressing as well as shot specific layouts and dressing for photorealistic CG environments.
- **Oscar-nominated - Alien: Romulus:** Principal senior environment artist. Provided photorealistic 2.5D matte paintings, set extensions, and shot environment rendering for the theatrical release.
- **VES Award Winner (Outstanding VFX in Photoreal Feature) - Kingdom of the Planet of the Apes:** Principal senior environment artist. Contributed to full environment builds, delivering 2.5D matte paintings, look development, set dressing and layouts across multiple sequences.

- Additional Weta FX credits: Transformers: Rise of the Beasts - Dr. Strange and the Multiverse of Madness - The Flash - Hawkeye - She-Hulk - The Last of Us - Moon Knight - Shazam: Fury of the Gods.
- Delivered environment builds, matte paintings, 3D props and sets, textures, look development, layout, Nuke compositing scripts, rendering and pipeline management at various levels across all projects.

Senior Environment and Virtual Production Artist | **Industrial Light and Magic** | Los Angeles, CA - Remote | Feb 2021 - Jun 2021

- Member of the Virtual Production department on **Obi-Wan Kenobi**. Contributed to environments and assets for StageCraft real-time stage including matte paintings, 3D sets, textures, and look development. Assets used in both stage shooting and final post-production.

Senior Environment Artist and Concept Artist | **Pixomondo** | Los Angeles, CA | Mar 2019 - Dec 2020

- **VES Award Winner x3 - The Mandalorian Season 1:** Outstanding VFX in Photoreal Episode, Outstanding Animated Character, Outstanding Created Environment. Delivered environment builds, matte paintings, and concept art for the VP-heavy production pipeline.
- **VES Award Winner - The Orville Season 3.** Additional credits: Westworld Season 3, Star Trek: Picard Season 1.
- Delivered full environment builds, concept art, matte paintings, 3D sets, look development, lighting, and Nuke compositing scripts.

Senior 3D Generalist - Concept Artist - VAD Artist | **Digital Domain** | Los Angeles, CA | Aug 2015 - Apr 2019

- **Oscar-nominated + 4x VES Award Winner - Avengers: Infinity War:** Senior environment and concept artist. VES wins for Outstanding VFX in Photoreal Feature, Outstanding Animated Character (Thanos), Outstanding Effects Simulations, Outstanding Compositing.
- **Oscar-nominated + 2x VES Award Winner - Ready Player One:** Member of the Virtual Art Direction (VAD) Department. Worked on-set alongside director Steven Spielberg and the ILM Art Department. VES wins for Outstanding Created Environment and Outstanding Virtual Cinematography.
- Game cinematic credits: **Call of Duty: Black Ops IIII, Tom Clancy's The Division 2, Star Wars: Hero** (VES-nominated). VR production credits for HTC, Google, and T-Mobile including real-time environment builds and matte paintings.
- Additional credits: Fast and the Furious: Fate of the Furious - Lemony Snicket: A Series of Unfortunate Events - Outlander Season 3.

Additional Studio Credits: Zero VFX - Instant Family (2018) | *Psyop* - Clash of Clans, Cricket Wireless (2013-2018) | *Prologue* - Destiny Game Cinematics, World Cup 2014 (2013-2015) | *Mirada* - Disney campaigns, Katy Perry "Roar" (2012-2013) | *MultiPersona Studios* - Independent VFX, art direction, AI content (2008-Present)

EDUCATION

Bachelor of Fine Arts - Animation and Visual Effects | Academy of Art University, San Francisco, CA

Focus: 3D Environment Design - Matte Painting - Concept Illustration for Film and Game

SOFTWARE PROFICIENCY

3D and Scene Assembly: Maya - Clarisse iFX - Houdini FX - ZBrush - Blender - SpeedTree Cinema - Gaea - Unreal Engine - Moi3D

Rendering and Lighting: Arnold - Karma - Redshift - V-Ray - Katana

Texturing and Painting: Substance Painter - Substance Designer (Substance 3D) - Photoshop

Compositing: Nuke - After Effects

Photogrammetry and Scan: Reality Capture - Metashape

AI and Generative Tools: Claude Code - ComfyUI - Luma - Runway ML - Meshy - Kling - Midjourney - Stable Diffusion - Topaz Video Enhance

Pipeline and Production: Shotgun - ShotGrid - USD (Universal Scene Description)