

Tel: 203-740-7023
Mobile: 310-740-7125
Email: clive.milton@gmail.com

Qualifications Responsibilities and Skills

- 30 years of production experience: Live-action, VFX, Animation and Post-Production.
- 20 years Sr. management experience.
- Strong knowledge of emerging media trends and digital technologies.
- Ability to communicate ideas effectively to all stakeholders
- Strong knowledge of crew/talent roles and rates (union/Non-union), and how to build a "right sized" crew for all projects.
- Excellent at client facing and crew leadership.
- Able to effectively guide a project from concept through post-production and delivery.
- Team focused and knowledgeable to be effective with all production team members.
- Self-motivated, proactive, quick-thinking, flexible, able to pivot when necessary, thorough and able to juggle
 multiple and diverse responsibilities with a strong emphasis on organization and an unwavering
 attention to detail at all times.
- Successfully working with Production teams, Studio Creative Executives, Finance during development and pre-production.
- Capable of analyzing scripts, developing VFX breakdowns & budgets and production/post production planning. Providing recommendations and feedback on VFX scope of work and feasibility.
- Able to build large and small visual effects teams. Recruiting Supervisors, Producers, Vendors and negotiate
 with agents. Oversee contract negotiations (SOW's) and liaising with Legal to maintain thresholds for
 expenditures and company policies.
- Manage project delivery progress and cost report tracking. Working closely with the VFX Producers to anticipate and troubleshoot schedule and budget issues. Ensure production is running smoothly, meeting deadlines and staying on budget.
- Help develop and maintain a weekly reporting system for show VFX Producers to generate a concise weekly snapshot of the budget, schedule and VFX progress.
- Working with the VFX Supervisor and VFX Producer, reviewing VFX finals ensuring high quality of work is being delivered
- Researching and networking with new businesses and up-and-comers. Tracking talent availability.
- Technical understanding of the visual effects process including 4K pipelines as well as emerging technologies for improving workflows.
- Understanding of tax incentives and rebates. A love for the creative process!
- Ability to identify and achieve business goals in tandem with sales and marketing, creative development and production team leaders.
- Lead day-to-day operational activities, financial responsibility, P&L, profit margin targeting, new business strategies and close client liaison ensuring highest QC and satisfaction.
- Strength in overseeing multiple company interaction and cooperation based on superior quality
 products and services. Oversight for the collective big picture based on the solid knowledge
 of production and post-production/VFX garnered over a career spanning more than 25 years.
- Keen ability to source new production artists and all other relevant crew and technical resources with the foresight to plan ahead for expansion or contraction based on workload.
- Thorough understanding of inter-company resource allocation needs and IT infrastructure to enable seamless exchange and collaboration of available resources across all platforms.



- Extremely strong and adept at budgeting globally and an effective negotiator with a sharp eye on
 meeting client expectations to further the company-wide financial goals within a sound
 business strategy.
- Point-person for clients providing full support throughout the production and post stages to ensure
 that the creative ideas are never compromised, while encouraging and mentoring an open
 creative atmosphere where talent and ideas can grow freely.
- Always current on domestic and international tax incentives and how to best leverage those
 opportunities.
- Strong ability to develop new pipelines and workflows integrated with new technologies with a view to increase margins.
- Extensive experience collaborating with studio executives, directors, VFX supervisors and editorial teams.
- Convincing pitch and communication skills, together with years of writing detailed SOW's for any type of project from 8K feature films to 4K VR and experiential installations.
- Extensive legal exposure to contract preparations and negotiations with the legal department
- Ultimate responsibility for all expenditures including expenses, PO's, overages, applicable tax credit laws in NY and all legal contract preparations.

Professional Experience

Executive and Line Producer 2013 - 2018

Indie Feature Film Development Producer.

Head of Production/Exec. Producer: Electric Machine Entertainment. Corp./Commercials VFX/Post/VR/Animation/Live Action. Theatrical, media streaming.

Post Production Producer for corporate productions Lotus Pictures, NY.

Post Production Producer for episodic and features: FuseFX: "Mr. Robot", "American Made".

Freelance EP for commercial and feature film production, post and VFX and integrated media, including VR and AR content and management leadership.

EME, Inc. "Time Bandits II" Title trailer teaser: Kickstarter, Commercial:

EME, Inc. William Ravies Real Estate, Keller Williams Prestige Properties, Coldwell-Banker. Corp. and internal property commercials featuring new technologies, including interactive and motion control systems, VFX and UAV aerial filming.

EME, Inc. "Area 51". Theatrical title trailer and TV commercial teaser.

Produced Over 200 commercials with live-action and VFX.

2012 – 2013. VFX Producer: Artificialife, Inc. Director: Christopher Jelley. Feature film development.

2012 Executive Producer/Sr. Producer: 1stAveMachine, NY. Commercial budgeting, scheduling, interactive events: Clients included Qualcomm and Snapdragon gaming. Interactive-media production. Live broadcast graphics producer for Comcast Pix2Win, IT department supervisor, designer artist and compositor interviews, creative producer, new technology interface and use evaluation. VizRT and other software post production app. evaluations.



2010 - 2011 Freelance Producer.

FVLP Inc. 2011. Producer/Designer for new music related career building website within a global social networking format.

HTS/Animaccord. 2011. Development of animation studio startup based on expansion of existing Russian children's animation studio. Functions included consulting advisor to capital investment company, development of a business plan including financial forecasts, staffing and technical needs, milestones and core group identification requirements. Client relations and new business development.

Freelance: Budgeting, story and script development/breakdowns.

VFX, 3D Stereovision consultant Supervising Producer, Line Producer and Post supervision. Development.

2D and 3D Stereovision color grading supervision.

Artificial Life, Feature Development and budgeting. Director: Christopher Jelley.

Production marketing, sales and fund raising. New company startup fund raising and business plan creation and venture capital pitches.

2006 - 2008 Producer/Executive Producer

Cognitive Imaging. Executive Producer. VFX content and software development and marketing; VFX animation imaging and post production. VFX Supervisor: Bela Broszek; CTO, Caleb Howard.

Artificial Life, Feature Development and budgeting. Director: Christopher Jelley.

Sentinel Films. Feature budgeting and scheduling. Executive Producer: Françoise Masson.

2004 - 2005 EXECUTIVE PRODUCER

Stargate Digital UK. Feature film visual effects facility. Productions included:

"White Noise", Director: Geoffrey Sax;

"Seed Of Chucky" Director: Don Mancini;

"A Bear Named Winnie", Director: John Kent Harrison;

"Into The West", Directors: Robert Dornhelm and Sergio Mimica-Gezzan; "Clubhouse", Directors:

Steve Gomer and Gavin O'Connor;

"The Legend of Earthsea" Director: Robert Lieberman.

1996 – 2004 PRODUCER, DEVELOPMENT PRODUCER.

Filmcore, Los Angeles

Encore Video, Los Angeles

Riot Commercials, Los Angeles

Optic Nerve Productions. Post Production Producer & Supervisor. NY.

Enclos Corp. 3D CG Architectural Animation. Producer/Animator.

Disney Studios. TV Animation, Direct To Video. Development Producer in-house various projects. (Including "Fox and the Hound II").



