Rhys Murphy

VIRTUAL PRODUCTION OPERATOR & TECHNICIAN
3D GENERALIST | CREATIVE TECHNOLOGIST

CONTACT

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ABOUT ME

I am an experienced virtual artist and stage operator specialising in virtual production shoots. My background in the games industry has given me extensive expertise in game engine technologies, 3D design, and worldbuilding pipelines, making me highly skilled at solving complex technical challenges in real-time environments. This combined with my proficiency in LED volume systems, greenscreen live composites, motion capture, and camera tracking systems, I have successfully applied my skills to a wide range of projects, including TV commercials, indie films, and live events. The fast-paced, iterative workflows of both virtual production and game development have sharpened my ability to adapt to evolving project needs while consistently delivering high-quality, innovative and visually compelling results.

SOFTWARES

- Blender
- Autodesk Maya
- Unreal Engine
- zBrush
- Adobe Substance Suite
- DaVinci Resolve
- Disguise
- OptiTrack

EDUCATION

2023 - 2024	Academy of Live Technology	MSc - Virtual Production	Distinction
2022 - 2023	Glasgow Caledonian University	MSc - 3D Design for Virtual Environments	Distinction
2018 - 2022	Abertay University	BA(Hons) - Computer Arts	2:1
2012 - 2018	School: Belmont Academy		

2018	Advanced Higher	Computer Science	A
2018	Advanced Higher	Graphic Communication	B
2017	Higher	Computer Science	B
2017	Higher	Graphic Communication	A
2017	Higher	English	B
2017	Higher	Mathematics	C

TECHNICAL SKILLS

- Blueprinting
- Python coding
- Networking
- System Design
- Previsualisation
- Animation
- Camera Tracking
- Motion Capture
- Video & Photo Editing
- Colour Management

EXPERIENCE

Freelance Engine Operator & VAD Artist   2023 - 2024
XPLOR

Frequently freelanced as part of XPLOR's commercial and R&D teams, successfully participating in multiple projects throughout my time with the company during my studies at ALT.
Job roles included in-house 3D artist (VAD), project consultation, R&D and engine operation for commercial clients.

Engine Operator & VAD Artist   April 2024
XPLOR, Grit Pictures & Pace Comms - TREX Decking Advert

- Brought in to create an Unreal Engine landscape with 3 different lighting conditions for use on LED virtual production shoot.
- Engine operation for prelight and shoot days
- Communicated effectively with clients, director, gaffer, DP and other team members to achieve coherent and effective final outcome.
- Troubleshooted and swiftly implemented effective solutions to ensure the uninterrupted operation of volume and Unreal Engine

SOFT SKILLS

- Collaborative
- Strong Attention to Detail
- Solid Teamwork
- Time Management
- Organised
- Effective Communication
- Troubleshooting
- Critical Thinking
- Solid Client/Public Relations

REFERENCES AVALIABLE ON REQUEST

Engine Operator & VAD Artist   December 2023
XPLOR, Wooshii - Beckman Coulter Advert

- Responsible for the creation of certain aspects of VAD (patient room) and optimisation of others (Lab, Stairway and Hallway) for use on LED virtual production shoot.
- Engine operation on prelight & shoot days.
- Communicated effectively with director and other brain bar members to achieve a cohesive & effective outcome.

Lead Artist & Environment Artist   January - May 2021
Yaldi Games, Controlled Burn & Abertay University - Wholesome

- Lead artist for a student team working for Yaldi games
- Key point of contact between team and client
- Created a cohesive art style between my team and existing client style
- Responsible for all in engine art asset work (including tech art aspects)
- Successfully created an optimised game level for a flagship project.

Environmental Technician - Full time summer job   May - July 2018
Johnson Poole & Bloomer

- Retrieve and set out ground sampling for civil works
- Accurate and timely retrieval of sensitive gas measurements and water samples from sites across Scotland
- Submission of all gas measurements at main office in Glasgow
- Organise and prepare technician kits with appropriate equipment before heading to sites.

FOH member / Bartender - Forgans Broughty Ferry   May - October 2021
G1 / Scotsman Group

- Responsible for greeting customers alongside managing sections of the restaurant during shifts
- Occasionally be placed in authoritative positions over other team members

Functions Bartender - 5* Lochgreen House Hotel   May - July 2018
Costley & Costley

- Worked effectively as part of a close team during busy weddings and other functions
- Manage high levels of pressure and stress during long shifts (10-14 hours)

OTHER ACCREDITATIONS

- Speaker at Starting Pixel Live 2024 in London
- Certificate in Unreal Engine from The Academy of Live Technology & XPLOR
- Boys Brigade Presidents & Queens Badge
- Duke of Edinburgh Bronze, Silver & Gold
- Over 200 hours of voluntary work
- Hold a full drivers license with access to my own transport