

Rhys Murphy

VIRTUAL PRODUCTION OPERATOR & TECHNICIAN
LEAD TECH ARTIST | CREATIVE TECHNOLOGIST

ABOUT ME

Currently employed as Lead tech artist at Supervision VP (I am available for loan outs) I am an experienced virtual artist, stage operator and VP technician specializing 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 shows, 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.

EDUCATION

2023 - 2024	Academy of Live	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

EXPERIENCE

Lead Tech Artist Supervision VP

2025 - Present

Currently employed as Lead tech artist at Supervision VP.

Main responsibilities include all things VAD, from custom 2D plate development duties range from filming to processing and stitching. Full 3D builds within unreal engine or other 3D software, bespoke modelling and texturing.

Custom system design and installation for all things VP, greenscreens, LED systems, full previs sessions and technical document creation.

Significant onset operation presence, including for Disguise, Assimilate, Unreal Engine.

VP Supervising

Bespoke AI model training.

CONTACT

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SOFTWARES

- Unreal Engine
- Blender
- Assimilate
- Disguise
- Adobe Substance Suite
- DaVinci Resolve
- Perforce (P4V)

TECHNICAL SKILLS

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

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

I am available for loan outs
from Supervision VP

Freelance Operator, VAD Artist & VP Technician

2023 - 2025

Frequently freelanced with multiple studios and companies as part of VP teams ranging from XPLORE's commercial and R&D teams to Nightsky studios as a VP technician and Assimilate operator.

Job roles included in-house VAD artist, project consultation, R&D operation for commercial clients and general VP tech work as well as lecture work.

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 VP Gathering 2025

Speaker at Starting Pixel Live 2024

- Certificate in Unreal Engine from The Academy of Live Technology & XPLORE
- 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