

Nicole Melius

Freelance Senior VFX Producer / HOP

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An experienced VFX Producer with 13+ years of experience across major feature films, episodic and large-scale commercial post productions. Strong technical understanding of VFX pipeline and production workflows from script breakdowns, bidding, efficient resource scheduling, team management, and final complex deliveries across multiple distribution platforms. Worked in Deputy / Head of Production capacity at The Mill New York and Coffee & TV, where managing client relationships, production team bandwidth, fostering a positive work culture and developing operation workflows across multiple studios/time zones were personal highlights.

Coffee & TV New York

- **Head of Production 2025 - 2026**
 - Manage production team well-being and supervise / provide support on bidding, cost management and resource allocation.
 - Coordinate workflows across departments and global studios.
 - Worked within Omnicom infrastructure and built relationships with Omnicom agency production and creative teams.
- **Executive Producer 2025**
 - Manage projects during initial creative and bidding phase, including client relationships and project resource/schedule planning. After award, supervise job well being from beginning to delivery.

The Mill NY

- **Deputy Head of Production 2024 - 2025**
 - Manage production team, including project distribution, staff bandwidth and resource distribution across all projects in the building.
- **Senior VFX Producer: 2022 - 2025**
 - Effectively bid, scheduled and produced multiple large budget / scale VFX projects for clients such as Apple, Google, Verizon, EA Sports.
 - Produced Longform projects such as Netflix's 'Pale Blue Eye,' Apple TV's 'Hello Tomorrow!' and Apple TV's 'The Instigators.'

MPC NY

- **VFX Producer: 2020 - 2022**
 - Produced from pitch to delivery large scale VFX / Finishing commercial projects for clients such as Dell, McDonalds, Hulu and Samsung.
 - Produced Longform Projects such as Apple TV's Severance (9 episodes), In the Heights, Time Travelers Wife (1 episode)

Parachute VFX / Chimney Group

- **Head of Post Production: 2019 - 2020**
 - Lead contributor to project management including initial project assessment and determining creative and budgetary approach. Key role in monitoring both financial and creative success on all post projects.
- **VFX Producer: 2015 - 2020**
 - Produced large scale commercial VFX projects along with Longform Projects such as Sony Picture's "Absentia" Season 3 (10 episodes), "The Dead Don't Die" by Jim Jarmusch (250 shots) and 13 Hallmark Feature Film with Crown Media.
- **Post Assistant: 2013 - 2015**
 - Prepped and organized projects for Offline Edits, Color Sessions, 2D/3D artists in Fusion/3ds Max and Conforms in Premiere.
 - Basic compositing including cleanup and CG intergration onto live action plates.

Technical Proficiencies

- Adobe Suite (Premiere, Encoder and basics in Photoshop, Illustrator and InDesign)
- Davinci Resolve
- Microsoft + Google Suite (Excel, Word, PPT, etc)
- CETA (Project Budget, Scheduling, Tracking)
- Ftrack (Advanced), Shotgrid (Proficient)
- Basic Compositing in Blackmagic Fusion
- VFX workflow / Pipelines involving Maya, Houdini, 3ds Max, Nuke, After Effects, C4D and more.

Education

University of Georgia - Athens, GA

Bachelor's Degree in Mass Media Arts (Cinematography), 2013
Honors: Magna Cum Laude GPA: 3.81, Dean's List All Semesters

Highlights:

- Attended Oxford University in England for UGA's study abroad program
- UGA's Grady Los Angeles Program - Interned at Aero Film worked as production assistant on set.
- Served as the Media Chair for UGA's Filmmakers Union.