

ANDREW CLARKE

CREATIVE TECHNOLOGIST | AI VIDEO, MOTION & VFX

Indianapolis, IN · Open to remote or relocation · (317) 790-7767 · andrew@verifryd.com · verifryd.com · linkedin.com/in/verifryd

CLIENTS Puma · Atlantic Records · Patrick Mahomes · Atari · Storied Skateboarding

I build AI-assisted video production pipelines spanning mocap, CGI and deployed ComfyUI systems, then ship the work they produce. Creative technologist and VFX director with 5 years designing end-to-end production systems: 38+ original projects generating 21M+ organic views and 455K+ shares. Directs talent, delivers commissioned VFX to outside creative leads on client timelines, and turns brand constraints into repeatable workflows non-technical operators can run.

CORE Generative workflow design · AI video production · Creative coding & automation · Motion/VFX compositing · Social-first creative · Cross-functional delivery · Rapid prototyping

EXPERIENCE

Creative Technologist & VFX Director — Verifry'd Productions | Remote · 2021 – Present

- Built Hybrid Dynamics, an end-to-end production pipeline combining Wonder Dynamics mocap extraction, Python retargeting, Cinema 4D character animation, After Effects compositing, generative look development, and board tracking.
- Reduced production time approximately 40% through Python automation for mocap retargeting, batch rendering, and After Effects handoff.
- Shipped 38+ original short-form VFX projects generating 21M+ organic views, 455K+ shares, and 39.1K followers across Instagram, Facebook, and TikTok.
- Produced fast-turn campaign assets for Puma, Atlantic Records, Patrick Mahomes, and Atari — platform-ready creative delivered in under 72 hours across 9:16, 1:1, and 16:9 formats.
- Delivered commissioned VFX to outside editors on client schedules, including automated masking across 280 clips for a 30-minute 4K documentary.
- Directed professional skateboarders across multi-shot animated productions and coordinated recording artist Getter for the Super Dern Galaxy soundtrack.

Marketing Technologist — Urban Vines / Urban Apples | Westfield, IN · 2025 – 2026

- Built and deployed Grapple OS, a parameter-driven GenAI content system using ComfyUI, Gemini, Kling, and a FlutterFlow interface, enabling non-technical staff to generate on-brand campaign assets with no designer in the loop.
- Converted brand constraints into reusable, documented workflows — removing production bottlenecks and making visual output repeatable across operators.

SELECTED WORK

Bam Margera: 100% Skateboarder — VFX lead, Storied Skateboarding | 30-min 4K documentary · 280 clips

Cartoon Skate Series — Creative direction, AI mocap, CGI & compositing | 10M+ combined views

The Lost Tapes — Panoramic compositing & VFX | 5M+ combined views

The Merge — Full-stack creative prototype; Next.js, Supabase & TypeScript | Commissioned by Atari X

Permafry'd — Director and editor, full-length VX1000 skate film | AMC premiere · official DVD release

TOOLS & TECHNICAL SKILLS

AI & PIPELINES ComfyUI, ControlNet, LoRA workflows, Wonder Dynamics, Kling, Runway, Gemini, Nano Banana, Magnific AI, Meta Segment Anything (SAM), custom model fine-tuning, workflow design, model testing

3D, MOTION & VFX Cinema 4D, Octane, After Effects, Unreal Engine 5, character rigging, mocap retargeting, compositing, tracking, toon and low-poly look development

CODE & PRODUCT Python, TypeScript, React, Next.js, Supabase, three.js, GLSL, FlutterFlow, batch processing and render automation