

Erik Toth

Visual Effects Artist - Generalist

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📍 Los Angeles, CA

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About Me

I have spent over a decade working in the visual effects industry, gaining experience in boutique shops, large studios, and even in-house on the studio lot. This diverse background has allowed me to collaborate effectively in teams of all sizes.

Throughout my career, I've been involved in almost every aspect of the post production process, from initial frame ingestion to finalizing shots. I've also had direct communication with a wide range of professionals, including artists, supervisors, producers, and directors.

In my role as a lead compositor, I've guided teams to create impressive shots, maintained a consistent visual style across sequences, and developed tools and templates to streamline workflows. I've supported fellow artists by offering solutions to challenges and providing constructive feedback through shot reviews.

As a generalist, I've worked on various tasks, such as tracking shots, creating & rendering 3D assets, and generating simulations of crowds, particles, and pyro/smoke effects. I've also created tools and templates to facilitate production. When necessary, I've collected on-set and reference material through photographs and other media.

My professional experience extends beyond VFX, as I spent a number of years working as an independent contractor in various construction, remodeling, and handyman endeavors. I have had roles in sales, production, and installation that allow me a unique perspective in my approach to problem solving and communication skills.

VFX Experience

Feb 2021 - Oct 2024	Zoic Studios	Los Angeles, CA
Feb 2013 - Feb 2021	Mammal Studios	Hollywood, CA
May 2019 - Nov 2019	In-House on Fox Lot - Free Guy	Los Angeles, CA
July 2018 - Jan 2019	In-House on Disney Lot - Black Panther	Burbank, CA

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| <ul style="list-style-type: none">• Paradise (2025)• The Sympathizer (2024)• Family Leave (2023)• Mrs. Davis (2023)• For All Mankind S3 (2022)• Army of the Dead (2021) | <ul style="list-style-type: none">• Black Widow (2021)• Free Guy (2021)• Cinderella (2021)• Bad Boys 3 (2020)• Yellowstone (2018-2021)• Legion (2019)• Bird Box (2018) | <ul style="list-style-type: none">• Asura (2018)• Suicide Squad (2016)• The Shallows (2016)• The 5th Wave (2016)• Joy (2015)• Hardcore Henry (2015)• Fury (2014) |
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Software Experience

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| <ul style="list-style-type: none">• Nuke• Maya• Houdini• Mocha• Syntheyes | <ul style="list-style-type: none">• Shotgrid (formerly Shotgun)• Substance Painter/Designer• Golaem• Deadline• Adobe Suite | <ul style="list-style-type: none">• Microsoft Office Suite• Python• VEX• MEL• C++ (cursory knowledge) |
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Education

Savannah College of Art & Design (SCAD) Bachelor of Fine Arts in Visual Effects, Minor in Technical Direction	Graduated 2013
University of Central Florida Associate of Arts concentration in Digital Media	Graduated 2009

References

Michael Harbour	Image & Color Supervisor at Disney / Marvel Studios	(323) 547-0702
James Kuroda	VFX Supervisor	(310) 428-4992
Patrick Manning	FX Supervisor at Digital Domain	(770) 490-4343
James Charles	Senior FX TD at DNeg	(604) 612-2186