



GRAHAM HUGHES

PRODUCER

📍 LOS ANGELES, CA

PROFESSIONAL PROFILE

As a creative executive with expertise in story development and animation production, supported by more than nine years of experience working with major IPs and large streaming distributors, plus a background as a VFX Artist & Designer, I've brought a blend of creative and technical expertise to large-scale, commercially and critically successful IP-driven projects like Devil May Cry.

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EDUCATION

University of Central Florida
Bachelor of Arts (B.A.), Digital Media

SKILLS

Creative Development
Story Development
Script Coverage
Animation Production
Creative Collaboration
Stakeholder Collaboration
Visual Effects Design
Blender
Adobe CC

WORK

Shankar Animation / Bootleg Universe (Jan 2017 – present)

Co-Producer
Devil May Cry
(2022–present)

I worked hand-in-hand with the showrunner to produce both seasons of the show and the upcoming 3rd season, collaborating on all key creative decisions from earliest development stages through animation production and final release. My role includes script development, concept art/animatic/animation review & feedback, some previz & editing responsibilities in partnership with our animation studios, and communicating with our animation, distribution, and marketing partners. I also took part in press and media coverage upon release, doing interviews, writing statements, and approving promo art & social media.

Creative Executive
(2021–present)

I'm the first filter for any new project development: Script reading & analysis, writing detailed coverage and feedback, researching and evaluating creative material for development potential, sourcing or creating reference material, & story-focused creative problem solving. I also take all general meetings for the studio, maintaining communication with filmmakers, producers, artists, & writers, pitching talent, and attending promotional & networking events.

Production Executive
Captain Laserhawk
(2021–2024)

I played an early role in story development and supported the project and showrunner in a executive capacity throughout production. I eventually worked with Ubisoft and our vendors to help develop the creative for tie-in books & manga, physical merchandising, and an original Ubisoft game based on the series. I also participated in screenings and in-person meet-and-greet events.

Executive Producer
Guardians of Justice
(2017–2022)

I was primarily responsible for defining and overseeing execution of the unique live-action & animation hybrid visual identity that ended up defining the series. My role also included visual effects production, animation production, and editing, as well as assisting in concept creation, supplemental writing, and final asset delivery to our vendors and streaming partners.

Freelance Visual Effects Artist (2016 – 2020)

I operated as a freelance VFX Generalist, designing and executing effects from shot design to asset generation, 3d animation, lighting/rendering and detailed, photoreal compositing. My work included such brands as Coca-Cola, Hulu, NordicTrack, AT&T, and more. I worked on numerous award-winning short films and was the VFX Designer and Graphics Designer on the Netflix series "Guardians of Justice," debuting at CannesSeries 2021.