

GARY SCULLION

CREATIVE TECHNOLOGY & FILM INNOVATION SPECIALIST

AI Filmmaking • Product & Workflow Innovation • Editorial • VFX

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PROFILE

Creative technology and filmmaking specialist with 15+ years across film and television editorial, VFX, production and AI-assisted filmmaking. Early Flawless AI team member and named co-inventor on U.S. Patent No. 11,574,655. Combines hands-on storytelling expertise with product development, production pipeline design and cross-disciplinary collaboration, translating research into practical filmmaking tools and solving complex delivery challenges.

SELECTED IMPACT

- Named co-inventor contributing to early AI filmmaking technology and production methodologies at Flawless AI (U.S. Patent No. 11,574,655).
- Collaborated with AI research teams to improve facial animation accuracy and production readiness, contributing to refinements associated with a 30% increase in initial quality approvals.
- Redesigned a media synchronization workflow, reducing a task previously estimated at two days to approximately 90 minutes. The process was adopted across the team, helping recover a delayed production schedule.
- Supervised visual dubbing quality, reviewing artist output, providing feedback and approving results.
- Contributed to the development of Flawless AI's filmmaking technology, recognized with the 2026 Lumiere Award for Production Technology for Assistive AI (awarded to Flawless AI).
- Delivered live filmmaking technology demonstrations for industry guild audiences and at major studios.

PROFESSIONAL EXPERIENCE

FLAWLESS AI — Film Innovation & Post-Production | June 2021 – 2026

Senior Film & Innovation Specialist (Sep 2024–2026) | Senior Post-Production Specialist (Jun 2022–Sep 2024) | Post-Production Specialist (Jun 2021–Jun 2022)

Joined as the first dedicated post-production specialist within a six-person startup; progressed into a cross-functional innovation role connecting filmmakers, artists, researchers, engineers and senior leadership.

- Co-developed production methodologies for visual dubbing and performance editing, spanning ingest, facial tracking, neural output, compositing, quality control and delivery.
- Collaborated with research and engineering teams on TrueSync/DeepEditor workflows, viseme models, keyframing, sub-frame synchronization, facial performance evaluation and filmmaker-facing interface functionality.
- Designed tracking, stabilization, compositing and media workflows using DaVinci Resolve, Mocha and Avid; identified systemic issues involving codecs, timebases, audio sync and rendering artifacts.
- Provided production and shoot specifications, trained colleagues, advised managers on technical challenges and guided team-wide adoption of improved workflows.
- Edited trailers, promotional content, tutorials and marketing materials supporting feature films, technology launches and industry presentations.

SELECTED FEATURE FILM WORK

- Watch the Skies — Visual dubbing quality supervision, artist feedback and approvals on the first theatrically released feature film to use AI-powered visual dubbing.
- Fall 2: Dead Point — Re-edited and restructured the opening sequence; contributed additional filming and motion graphics.
- Fall — Visual dubbing and post-production innovation.

EARLIER CREATIVE & EDITORIAL EXPERIENCE

SNEAKY ZEBRA — Editor, Director & VFX Editor | Dec 2010 – Oct 2022

Created entertainment and promotional content across editing, directing and visual effects. Productions received Cosplay Gen and TNT awards, multiple GeekFest wins and Streamy nominations (production-level recognition).

MICROSOFT XBOX — Editor, Director & Producer (selected campaigns) | 2017–2021

Delivered a broad range of Xbox marketing and promotional work, notably the Xbox Game Pass campaign, alongside Gears 5 UK/global launches, Xbox Design Lab, Sea of Thieves, Forza Horizon 4 and other game and hardware campaigns.

NETFLIX — Lead Editor, promotional campaigns | 2021

Edited official promotional content for projects including Love Hard and How to Find Love at Christmas.

NICKELODEON — Lead Editor | 2021

Edited a full season of Next Level Cart Racers (production nominated for a Kidscreen Award).

FULLSCREEN / COLOUR TV — Lead Editor | 2015–2016

Jack & Dean of All Trades (production received two Streamy nominations).

LEGENDARY DIGITAL — Lead Editor | 2015

Multiple projects including the Godzilla movie launch, Legacy Effects collaboration, San Diego Comic-Con and Mission: Implausible.

Selected highlights from an extensive portfolio of film, television, branded entertainment and digital media productions.

ECHOES OF DARKNESS — Producer, Writer, Director & Editor | Short Film | 2025

Produced, wrote, directed and edited the approximately 30-minute award-winning film; received individual awards for Best Writer, Best Director, Best Editor and Best Effects.

BABYLON (Danny Boyle) — Assistant & Assembly Editor | Television Series | 2014

Contributed assistant and assembly editing to the British television series (BPG-nominated production).

ADDITIONAL SELECTED PRODUCTIONS & RECOGNITION

Prop Wars: Prop Harder — Editor/VFX (Streamy nomination; GeekFest award) • The Bible — Assistant/Assembly Editor (Emmy-nominated production) • Bryony Makes a Zombie Movie — Editor (BAFTA TV Award-nominated production).

EXPERTISE & TOOLS

AI-assisted filmmaking • Creative R&D • Visual dubbing • Production workflow design • Product feedback • Film editing • VFX • Tracking/compositing • Media synchronization • Quality assurance • Technical training • Avid Media Composer • DaVinci Resolve • Mocha • Adobe Premiere Pro • After Effects • Final Cut Pro • Flawless DeepEditor & TrueSync

EDUCATION

London Film Academy — Diploma in Filmmaking; first recipient of Commendation in Post-Production | London Guildhall University — Multimedia, Animation & Computing studies