

New York Metro Area

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VFX SUPERVISOR

Award-winning VFX/Animation/CG supervisor with over a decade of experience leading high-impact creative teams across broadcast, digital, and immersive platforms. Recognized for driving innovation in animated storytelling through a unique blend of hands-on artistry, technical acumen, and strategic leadership. Expert in crafting visually compelling narratives for iconic IPs such as SpongeBob, Baby Shark, and The Legend of Korra, while pioneering new pipelines that integrate AI, real-time animation, and mixed media. Adept at leading cross-functional teams, shaping animation workflows, and executing complex productions from concept to final composite, delivering consistently high-quality content under tight deadlines for major network campaigns and Emmy-winning brand initiatives.

AWARDS

Sports Emmy Award – NFL Wild Card Game Live from Bikini Bottom (nominated)	2025
Children's & Family Emmy Award – Nick Brand Campaign (WIN)	2024
Sports Emmy Award – Super Bowl LVIII: "Live from Bikini Bottom" (WIN)	2024
Webby - People's Voice Award - Best Social Campaign 2022 (WIN)	2022
Daytime Emmy Award – Nick 2013 Halloween Campaign (nominated)	2014
Daytime Emmy Award – Kids Choice Awards 2016 Campaign (nominated)	2017
Multiple Broadcast Design Awards	2010 – 2025
Best Animation – Alabama International Film Festival	2010
Outstanding Short – Newport Beach Film Festival	2010

CORE COMPETENCIES

CG & VFX Supervision | Creative & Technical Leadership | Pipeline Optimization | AI & Generative Media Integration
Real-Time & Interactive Media | Animation Supervision | 2D/3D Character Animation | Compositing & Finishing
Storyboarding & Previsualization | Motion Graphics | On-Set VFX Supervision | Look Development | Editorial & Timing
Direction | AR & Immersive Experiences | Stop-Motion & Hybrid Production | Cross-Platform Campaign Execution | Visual
Narrative Development | Remote Team Management | Maya | Houdini | Unreal Engine | Nuke | Cinema4D | Blender
After Effects | Redshift | Arnold | Davinci Resolve | Photoshop | Illustrator | Premiere | InDesign | Animate |
Harmony Storyboard Pro | Dragon Frame | Mocha Pro | PFTrack | ComfyUI | Wrike | Airtable
FTrack | HTML | JavaScript | PHP MySQL | ActionScript

PROFESSIONAL EXPERIENCE

NICKELODEON/PARAMOUNT, New York

2004 – 2025

VFX Supervisor – Brand Marketing

1/2018 – 9/2025

Directed creative storytelling across short-form animation, CG character moments, and mixed-media campaigns, ensuring alignment with brand objectives and audience engagement.

- Collaborated with show creators and brand teams to uphold narrative and visual consistency for key IPs, including SpongeBob, Dora, and Baby Shark. Deep knowledge of animation pipelines **minimized revisions, reduced turnaround times, and ensured campaigns launched on schedule with strong brand fidelity.**
- Created storyboards and motion tests to define animation style and narrative rhythm, securing early buy-in from executives and show leadership. This approach **reduced notes during production, streamlined approvals, and minimized production delays.**
- Took a hands-on role in animation, lighting, compositing, and finishing, stepping in during staff shortages and last-minute changes. Ensured projects met deadlines and quality standards, **preventing delivery delays even under high-pressure conditions.**

- Contributed to look development, animation, lighting, compositing, and finishing, shaping motion texture and timing to enhance clarity and appeal. This work **elevated campaign quality, strengthened brand consistency, and helped drive audience engagement, boosting viewership for key shows.**
- Championed early AI adoption within the creative team, leading R&D across generative video, character performance, and previous workflows. Partnered with Adobe, OpenAI, and RunwayML to test early-stage tools, influencing vendor development and driving department-wide adoption that **improved efficiency across NFL content and other flagship campaigns.**
- Evaluated creative technology and infrastructure, including emerging AI tools, hardware, and pipeline solutions. Advised executive leadership on feasibility, risk, and ethical considerations, leading to informed purchasing decisions, **improved production workflows, and clearer internal guidelines for tech integration.**
- Built and led a 20-person remote team of animators, composers, and technical artists, **reducing reliance on external vendors and enabling tighter budget control while maintaining high production quality.**
- Led both day-to-day production execution and long-term team development. Fostered strong retention and career growth among artists, helping maintain institutional knowledge, **reduce onboarding costs,** and build a resilient, high-performing remote team.
- Mentored mid-level directors and implemented scalable workflows for approvals, lighting, and version control, enabling accurate progress tracking at any stage and ensuring on-time delivery in the no-margin-for-error environment of TV promos.
- Key Campaigns and Properties Directed animation and VFX for over 30 properties, including SpongeBob, Loud House, Rubble and Crew, Tiny Chef, Legend of Korra, Henry Danger, NFL explainers with Dora, and multiple Kids' Choice Awards and Sports campaigns.
- Served as VFX Supervisor and Director of Photography for hybrid shoots, capturing plates and lighting that **reduced post-production fixes and optimized integration with CG.** Successfully managed both in-studio and remote pandemic workflows, protecting visual quality while ensuring delivery timelines were met.
- Led the creation of AR lens experiences and interactive media using in-house staff with no prior AR background. This approach **avoided vendor costs, accelerated production, and helped grow internal capabilities in immersive content creation.**
- Developed and executed longer-form creative pieces, including brand sponsorship spots, Kids' Choice Awards anthems, music videos, and holiday anthems.

CG Supervisor – Brand Marketing

7/2013 – 1/2018

Partnered with writers, art directors, and design leadership to craft the visual language of promotional animation, securing early creative alignment and driving consistent, on-brand storytelling across campaigns.

- Contributed directly to storyboards, motion tests, look development, and editorial pacing across 2D and hybrid projects, helping **secure early buy-in and reduce revisions.**
- Managed an off-site team of eight freelance artists, **enabling the studio to expand production capacity and flexibly staff up for campaigns without overextending internal resources.**
- Served as VFX Supervisor and Director of Photography for green screen, live-action, and stop-motion shoots, capturing clean plates and lighting setups that **reduced unnecessary post work, optimized budgets, and ensured the team had the best possible assets for integration.**
- Resolved production bottlenecks by designing custom workflows for file handoffs, render management, and shot tracking, **saving time by enabling artists to focus on final shots, improving consistency, and supporting seamless animation integration into live-action footage.**

Animator – Broadcast

2/2011 – 7/2013

Animator/Interactive Designer – Digital

8/2004 – 2/2011

KOHRTOONS STUDIO INC, New York

Owner

3/2009 – Present

Animation and Design services.

- Clients include Sesame Workshop, Cartoon Brew, LLC., Zephyr Games, Inc., Speakaboos, Spring Thyme, Inc., BK Forex Advisors, TEDed, and Bill Plympton Studios.

ADDITIONAL PROFESSIONAL EXPERIENCE

ALTER IMAGE, AE Compositor, New York

NUNET, Digital Web Designer, New York

TEACHING EXPERIENCE

SCHOOL OF VISUAL ARTS, New York

2017 – Present

3D Animation for 2D Animators – Adjunct Professor, MFA Computer Art

2024 – Present

- Created and launched a new bridge course between traditional animation and modern CG based on an initial program concept. The course was approved with no revisions, highlighting confidence in its design and immediate alignment with departmental goals.
- Generated strong program interest, with the second year of the course running at full capacity and building a waitlist, demonstrating high engagement and demand from students.
- Expanded the curriculum to include advanced workflows for refining AI-generated footage and real-time rendering, ensuring the program stays ahead of industry trends and strengthens the school's reputation for innovation.

MFA Thesis Production Class – Adjunct Professor, MFA Computer Art

2017 – 2023

- Led the program's capstone course, building a structured process that guided graduate students from concept through completion of their thesis films. Helped establish consistent standards for project scope, review, and delivery across the program.
- Partnered with external advisors from leading studios to support student projects, strengthening the department's ties to the professional animation and VFX community.
- Guided students through academic and conduct challenges, including cases requiring resubmission or administrative review. Worked with faculty and administrators to resolve conflicts, protect program integrity, and reach fair, constructive outcomes.

BFA Toonboom Harmony – Adjunct Professor, Continuing Education

9/2017 – 5/2018

- Taught the complete ToonBoom Harmony pipeline, including rigging, puppet animation, FX integration, and compositing through hands-on projects that mirrored studio assignments. Prepared students to contribute immediately in professional production environments.
- Built lessons around workflows from The Loud House, Rock Paper Scissors, and The Casagrandes, giving students practical insights into how rigs function in large-scale productions.
- Trained students to troubleshoot rigs and adapt workflows across different styles, reducing onboarding time for employers and increasing student readiness for high-volume production roles.

THE NEW SCHOOL, New York

2015 – 2016

Adjunct Professor CoreLab4D

1/2015 – 6/2016

- Created and led a 15-week foundation course on motion-based storytelling using Adobe Creative Suite (Photoshop, After Effects, Illustrator, Flash, Premiere). Built a curriculum that gave students practical production experience and prepared them to translate design concepts into animated narratives ready for professional critique.
- Guided students through the full production pipeline for original 30-second animated shorts, equipping them with end-to-end project skills that mirrored real-world studio workflows.
- Maintained long-term mentorship with several students after graduation, helping them build portfolios and collaborate on professional projects that advanced their careers.

EDUCATION

Bachelor of Fine Arts (BFA) in Animation, School of Visual Arts, New York, NY

How to Effectively Manage People, American Management Association (AMA)