



Visual Effects Society Launches VFX Women Who Lead Initiative

New Effort Chaired by Neishaw Ali; Global Summit Coming in Fall 2026

Los Angeles (April 9, 2026) – The [Visual Effects Society](#) (VES), the worldwide VFX industry’s professional honorary society, today launched its new [VFX Women Who Lead](#) initiative. This new global effort will aim to ensure that every woman in the visual effects industry, at any point in her career, has the support, visibility, access, and resources to succeed. The initiative is led by a powerhouse committee of female VFX leaders from across the VES, spearheaded by Chair Neishaw Ali – the Founding Partner, CEO, and Executive Producer of SPINVFX and a former member of the global VES Board of Directors.

"I know firsthand how vital this kind of program is because I've lived the gaps it's trying to close. I'm so proud that the VES is creating a platform for all industry leaders who want to 'give back' and help shape a more inspiring future for women. Together, I'm confident that we will drive meaningful change, create hope, and foster growth in the years ahead," shared Ali.

VFX Women Who Lead will inspire change year-round through several paths, including a peer mentorship program, and resources including a “Careers in VFX” video series, a newsletter compiling industry news and opportunities, social media spotlights, and much more. Most notably, the committee will host its inaugural VFX Women Who Lead Summit – an international gathering of industry leaders to share stories, build community, and define what equitable leadership looks like. This event will be held in fall 2026 in Los Angeles, with details to be announced.

The VFX Women Who Lead initiative is built on four guiding principles:

- **Solidarity:** Supporting women at every stage, from emerging artists to the female leaders already shaping our industry.
- **Growth:** Providing resources that unlock opportunity, shatter glass ceilings, and help women rise into roles they were always meant to lead.
- **Visibility:** Celebrating achievement, attracting new talent, and expanding access where doors have historically been closed.
- **Systemic Change:** Working alongside a global community of allies to dismantle barriers, rewrite outdated systems, and build a future where equity is the standard – not the exception.

Together with Chair Neishaw Ali, additional members of the VFX Women Who Lead committee include:

- Christina Caspers (Vice Chair): Visual Effects Managing Director and Executive Producer at Cinesite and Trixter GmbH, and former Chair of the VES Germany Section Board of Managers
- Emma Clifton Perry: VFX Consultant, Production VFX Supervisor, and former 1st Vice Chair of the global VES Board of Directors
- Lisa Cooke, VES: Visual Effects Producer and former Chair of the global VES Board of Directors
- Caroline Garrett: Production AI Principal for Europe, the Middle East, and Africa at Netflix and former Head of Visual Effects at Cinesite
- Amanda Heppner: Lead Creature and Lookdev Artist at WeFX Inc. and Vice Chair of the VES Toronto Section Board of Managers
- Kim Lavery, VES: Visual Effects Executive Producer at Gentle Giant Studios, VES Founders Award recipient, and former 2nd Vice Chair of the global VES Board of Directors
- Janet Muswell Hamilton, VES: Senior Vice President of Visual Effects at HBO, and former 2nd Vice Chair of the global VES Board of Directors
- Kelsy Wittman: Executive Producer at Mr. Wolf, Chair of the VES Vancouver Section Board of Managers, and Chair of the Vancouver Post Alliance
- Jennie Zeiher: CEO of Alussein VFX, and former President of Rising Sun Pictures

Nancy Ward, Executive Director of the VES, shared: "The VES is glad to support the efforts of these dynamic, successful female leaders in their unwavering commitment to expanding career opportunities in VFX around the world."

For more information about VFX Women Who Lead, visit: <https://vesglobal.org/vfx-women-who-lead/>.

About the Visual Effects Society

The Visual Effects Society is a nonprofit global community of over 5,500 VFX professionals across 50+ countries, dedicated to advancing the arts, sciences, and applications of visual effects while upholding the highest standards for the profession. As the entertainment industry's only official organization representing the extended global VFX community—including supervisors, artists, producers, technology developers, educators, and studio executives—VES members contribute to all areas of entertainment: film, television, commercials, animation, games, and new media. To learn more, visit www.vesglobal.org and follow us on [Instagram](#), [LinkedIn](#), [Facebook](#), and [X](#). Read our award-winning publication VFX Voice at www.vfxvoice.com.

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