Chad Fox
[CG Supervisor & Technical Director]

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1-604-719-5306
Canadian Citizen

About

I am a CG Supervisor and Technical Director with a love for designing workflows, developing tools, solving problems and bringing teams together. Over the past 20 years I've enjoyed exploring all aspects of computer graphics and I'm endlessly grateful for the unique opportunity working in Animation and Visual Effects offers to study filmmaking, art and science.

Skills & Proficiencies

Disciplines

- Lighting/Rendering
- Character FX
- Technical Animation
- Crowd Dynamics
- Rigging
- Modelling
- Look Development
- Motion Capture
- Photography

Programming

- Python
- PyQt
- Maya API
- Shotgun API
- USD API
- Bash
- C++ (Basics)

Software

- Maya
- Nuke
- Katana
- Houdini
- Zbrush
- Mudbox
- Xsens Motion Capture
- MotionBuilder
- Unreal Engine
- Marvelous Designer
- Photoshop
- Substance Painter
- Yeti (Hair/Fur)
- Ziva Muscle System
- VRay
- RenderMan (RIS)
- PTGui
- PyCharm

Soft skills

- Leadership and Mentoring
- Problem Solving
- Clear communication
- Proactive
- Self sufficient
- Passion for learning

Employment

Animal Logic

CG Supervisor (May 2021 - Present)
- Supervise project development and workflows in collaboration with CG Department supervisors.
- Collaborate with CG and TD Departments to set technical objectives and manage progress and results.
- R&D Workflows for new creative requirements.
- Mentor department supervisors and leads

Bardel Entertainment

CG Supervisor (Jan 2021 - May 2021)
- Create, maintain and manage project templates and workflows in collaboration with CG Department supervisors.
- Manage CG Department teams by setting technical objectives and monitoring process, progress and results.
- R&D Workflows for new creative requirements.
- Develop project oriented tools and scripts
- Mentor department supervisors and leads

Zoic Studios Vancouver

Sr. Technical Director (May 2016 - Jan 2021)
- R&D and support for active productions and future challenges.
- Workflow design and implementation.
- Pipeline tool design and implementation.
- Lead, train and mentor Technical Artists.

Character Effects Lead (Sep 2019 - Jan 2021)
- Led the design and implementation of workflows and tools to establish a new Character FX department.
- Supervised and performed creation of hair and cloth simulation assets and shot production for hair, cloth, muscle and shot finaling.
- Supervised and performed in-shot rigging solutions for creatures, clothing and environments

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Zoic Studios Vancouver

3D Lead (Aug 2014 - Aug 2019)
- Responsible for translating creative scope into actionable technical plans.
- Lead 3D artists and worked with departments to deliver final renders.
- Performed shot based asset rigging, technical animation and lighting

Blueshift Creative (Freelance)

Owner and Technical Artist (Jul 2012 - Aug 2014)
- Collaborated in designing a full 3d animation pipeline and developed supporting tools.
- Provided 3d asset and technical services including modeling, look dev, creature rigging, technical animation and tool development.

Image Engine Design

Lead 3D Modeler (Jan 2011 - May 2012)
- Led a team of modelers creating environments, vehicles, props and robots for various feature films.
- Developed a set of asset quality control and publish prep tools to reduce errors and improve publish quality.

3D Modeler, 3D Technical Generalist (Jan 2009 - Dec 2010)
- Modeling, texturing, shading, rigging and lighting for vehicle, environment and prop assets.

Faction Creative

Visual Effects Artist(Mar 2010, Oct 2010)
- Worked as a freelance generalist responsible for modeling, shading, rigging, simulation, lighting and rendering.

Think Tank Training Centre

Instructor and Mentor (Jul 2009 - Jan 2014)
- Taught a wide variety of production skills both artistic and technical, to provide students with skills to pursue their disciplines and a broad understanding of how the work they do interacts with productions as a whole.

Vancouver Film School

Character Modeling Mentor(Feb 2008 - Jan 2010)
- Character modeling instructor and mentor for the Digital Character Animation (Maya) program.

CIS Vancouver / Rainmaker Visual Effects

Visual Effects Artist / Technical Artist (Feb 2006 - Jan 2009)
- Modeling, texturing, shading, rigging and lighting for characters, vehicles, environments and props.
- Production tool design and implementation.

Self Employed

Freelance Modeler (May 2005 - Jan 2006)

NextGen Entertainment

Jr. Technical and Asset Artist(Aug 2004 - Apr 2005)

Education

Centre for Digital Imaging and Sound (CDIS)

Computer Animation Program(May 2003 - Sept 2004)
- Full program certification + additional semester for continued learning.