

About

I am a CG Generalist, Supervisor and Technical Artist with a love for leading teams, designing workflows, developing tools, solving problems and creating engaging imagery. I enjoy exploring all aspects of computer graphics and I'm grateful for the unique opportunity it offers to study art, science and emotion.

Skills & Proficiencies

Disciplines

- Lighting/Rendering
- Rigging
- Technical Animation
- Character FX
- Crowd Dynamics
- 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

Soft skills

- Marvelous Designer
- Photoshop
- Substance Painter
- Yeti (Hair/Fur)
- Ziva Muscle System
- VRay
- RenderMan (RIS)
- PTGui
- PyCharm
- Leadership and Mentoring
- Problem Solving
- Clear communication
- Proactive
- Self sufficient
- Passion for learning

Employment

Bardel Entertainment

CG Supervisor (Jan 2021 - Present)

- 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

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.

Chad Fox

[CG Generalist, Supervisor & Technical Director]

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Canadian Citizen

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)

- Provided freelance modeling services for various commercial projects.

NextGen Entertainment

Jr. Technical Artist(Aug 2004 - Apr 2005)

- Built, textured and rigged vehicle game assets.
- Developed game engine import and conversion tools to automate the process.

Education

Centre for Digital Imaging and Sound (CDIS)

Computer Animation Program(May 2003 - Sept 2004)

- Full program certification + additional semester for continued learning.