

About

I am a CG Generalist, Supervisor and Technical Artist with a penchant for creating believable imagery, designing workflows, developing tools and solving problems. I enjoy studying and working in all aspects of computer graphics and I'm extremely grateful for the unique opportunities to explore art, reality and science that computer graphics provides.

Skills

Disciplines	Programming	Software	Soft skills	
<ul style="list-style-type: none">• Modelling• Rigging• Character FX• Lighting/Rendering• Technical Animation• Crowd Dynamics• Look Development• Photography• Motion Capture	<ul style="list-style-type: none">• Python• PyQt• Maya Mel• Maya API• Shotgun API• Bash• C++ (Basics)	<ul style="list-style-type: none">• Maya• V-Ray• Yeti (Hair/Fur)• Houdini• Photoshop• Nuke• Ziva Muscle System• Renderman• Substance Painter	<ul style="list-style-type: none">• Shotgun• PyCharm• Unreal Engine• Zbrush• Mudbox• MotionBuilder• Xsens Motion Capture	<ul style="list-style-type: none">• Leadership and Mentoring• Strong problem solver• Clear communicator• Strong facilitator• Proactive• Passion for learning

Employment

Zoic Studios Vancouver

Sr. Technical Director (May 2016 - Present)

- 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 Supervisor (Sep 2019 - Present)

- Led the design and implementation of workflows, tools and documentation to establish a new Character FX department.
- Supervise creation of hair and cloth simulation assets and shot production for hair, cloth, muscle and shot finaling.

3D Lead / CG Supervisor (Aug 2014 - Aug 2019)

- Responsible for translating creative scope into actionable technical plans.
- Supervised 3D artists and worked with departments to deliver final renders.

Blueshift Creative

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.

Chad Fox

[CG Generalist, Supervisor & Technical Director]

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Canadian Citizen

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 - Feb 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.