
CG Supervisor Resume

Job Objective

Experienced CG Supervisor seeking a position in which my experiences and training can help to increase the value of the organization.

Highlights of Qualifications:

- Vast experience in Feature Film production
 - Thorough knowledge and understanding of animation styles and techniques
 - Skilled in shader development, scripting, effects design, lighting and character set up
 - Huge knowledge of trends in CG, film, television and gaming
 - Good knowledge of structure, geometry and movement
 - Proficient in Maya, 3Delight, MEL, facial animation systems and Python
 - Superior craftsmanship and animation skills
 - Excellent communication, interpersonal, and organizational skills
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Professional Experience:

CG Supervisor, August 2005 to till date
LAIKA, Inc., Harrisonburg, VA

- Maintained daily, open communication with show Producer and Production Manager.
- Contributed to the development of overall pipeline process.
- Participated and contributed actively to workflow decision making process.
- Conducted audits and advised senior production staff of pipeline concerns.
- Oversaw Project render and storage requirements for assigned project.

CG Supervisor, June 2002 to July 2005
Reel FX, Harrisonburg, VA

- Collaborated with production management in estimating project schedules and resource needs.
 - Monitored project progress, directed crew and made necessary changes to ensure project will be completed on time and within budget constraints.
 - Oversaw the technical approach and procedures for the project.
 - Partnered with studios personnel to ensure compatibility both technically and stylistically.
 - Ensured proper use of resources and archival procedures are followed.
 - Assessed the work of prospective candidates for the hiring process.
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Education:

Bachelor's Degree in Computer Visualization, Bates Technical College, Tacoma, WA

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