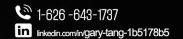


HEAD OF CG / VFX SUPERVISOR **GARYTANGDESIGN.COM** ☑ GARY@GARYTANGDESIGN.COM





Los Angeles based Head of 3D / VFX Supervisor with strong focus on VFX Production pipeline. Extensive understanding of ALL 3D disciplines, built VFX pipeline from scratch. Expert in Episodic, Films, Animation, Commercials, AR/VR, Cinematics and Games. Award winning Artist-professional, structured, and excels under presure. Extensive experience in leading and Managing Small and Large teams across all discipline.

PROFESSIONAL DEVELOPEMENT

Swing-Set Production (2023 -) - Head of CG

Warm &Fuzzy (2023, June) - Senior 3D Generalist

AFX Creatives (2023, April) - Senior Unreal Engine Artist

Ingenuity Studio (2023) - VFX Supervisor

(2022)- CG Lead

Digital Frontier (2023 03-05) - Senior Lighting Artist (2021 05-07) - Senior Character Artist

- Senior CG Generalist Crafty Apes (2021)

- Senior 3D Generalist Fuse FX (2019-2021)

The Famous Group (2020 - 2021) - Unreal / VR generalist

Dream Works (2018-2019) - Character Artist/ OutSource supervisor

- Character Artist **Encore VFX** (2017-2018)

Mocean Studio (2017) - 3D Artist

Blur Studio (2016) - 3D Modeler/Texture Artist

Marine Corps (2009-2014) Sergeant / Martial Art Instructor

CORE COMPETENCIES

Head of Department

Forward thinking and technology driven approach to projects. Personel management and Staffing. Creating/ intergrating VFX pipeline, Artist training and Mentoring, Department inovation and management.

CG/VFX Supervision

Extensive experience at both "On the box" and Supervising: Modeling, Scene assembly, Look Development, Grooms, Lighting, Rigging, animations, FX and Compositing.

Expert at Project Bidding, Ensuring asset qualities, Set up Hero shots, On-Set supervision, and problem solving,

Creative / Art Director

Extensive skill at concept design, sketching and visual communication. Excellent understanding of anatomy, functionality, color, composition, perspectives, lighting and graphics. Detail oriented with a keen eye for stylization and photorealism.

EDUCATION

(2009-2013) Bachelors Degree of Business **Ashford University**

(2014-2016) 3D Generalist. Bachelors equivalent

Gnomon School of Visual Effects

SOFTWARES



























































