

Chad Fox Senior 3D Modeler and Visual Effects Generalist

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Goals

To continually evolve professionally while providing a consistent level of high quality workmanship as a digital artist.

Work Experience

Image Engine

February 2009 – Present

The Thing
Feature film.

The Losers
Feature film.

Stargate Universe
TV series.

District 9
Feature film.

Knock out Black Jack
BC Lottery Game

Senior Modeler | Visual Effects Technical Director

Senior Modeler | Texture Artist

- Modeled and textured film assets and environments.

Senior Modeler | Texture Artist | Technical Director

- Modeled and textured film assets.
- Lead and assigned production tasks to film's modeling and texturing team.
- Built and maintained rigs for all assets.

Modeler | Lighting Technical Director

- Modeled and maintained large portions of the 'Destiny' spaceship
- Developed lighting rig and optimized scenes for rendering.
- Maintained and modeled new assets.

Modeler | Texture Artist

- Modeled and textured props and character accessories.

Modeler | Texture Artist | Technical Director

- Modeled and textured environments and character accessories.
- Built and maintained character and prop rigs.

Think Tank Training Centre

July 2009 – Present

**3D Animation
Program**

- Curriculum covers an introduction to 3D, tools within XSI and fundamentals such as modeling, UV unwrapping, shading and rendering.

XSI Fundamentals Instructor | Visual Effects Mentor

Vancouver Film School

January 2008 – January 2010

**Digital Character
Animation Program**

- Curriculum covered the fundamentals of modeling, texturing, lighting and rendering techniques.

Maya Instructor | Mentor

CIS Vancouver (Formerly Rainmaker)

February 2006 – February 2009

Hess
TV commercial.

Changeling
Feature film.

Space Buddies
DVD feature.

Twilight
Feature film.

Tropic Thunder
Feature film.

Visual Effects Artist | Lighting TD | Modeler

Modeler | Lighting Technical Director

- Modeled and textured 3d vehicles and environments.
- Developed lighting rig and optimized scenes for rendering.

Technical Director | Lighting Technical Director

- Assisted in development of lighting and render passes for 3D vehicles.
- Assisted with 3D vehicle rig setup and procedural animation setup.

Lighting Technical Director

- Setup lighting and rendering for animal face replacements.
- Assisted in development of pipeline and facility tools.

Lighting Technical Director

- Setup deformation rig and animation for prop replacement.
- Setup lighting and passes for 3d elements.

Lighting Technical Director

- Setup lighting and rendered full and partial helicopter replacements.

The Guard

TV series.

Stargate Atlantis

TV series.

Snow Buddies

DVD feature.

Case 39

Feature film.

Ironman

Feature film bid test.

Night at the Museum

Feature film.

Garfield 2

Feature film.

Modeler | Lighting Technical Director

- Modeled and textured Coast Guard helicopter
- Developed lighting rig and optimized scenes for rendering.

Technical Director

- Assisted with asset and pipeline re-development to optimize workflow.

Lighting Technical Director

- Setup lighting and rendering for animal face replacements.
- Assisted in development of pipeline and facility tools.

Particle Effects Artist

- Developed particle simulations and procedural particles for insect swarms.

Modeler | Lighting Artist

- Modeled Ironman and setup lighting for bid test.

Simulations Artist | Modeler

- Simulated cloth for Jackal statue.
- Modeled and rigged Jackal neck armor.

Lighting Technical Director

- Setup lighting and rendering for animal face replacements.
- Assisted in development of pipeline and facility tools.
- Developed lighting and rendering tools for team use.

Rainmaker Animation

January 2008 – March 2008

Max Steel

DVD Feature.

Character Modeler**Character Modeler**

- Modeled, rigged and textured characters, robots and props.
- Optimized character and set models for animation and rendering.

Van Arts

May 2005 – August 2005

3d Animation Program**Modeling and Rigging Mentor****Instructor**

- Lessons covered modeling, rigging and rendering optimization while also using common student technical issues as case studies for the class.

Nextgen Entertainment

July 2004 – April 2005

187 : Ride or Die

Video game

Modeler | Junior Technical Director**Modeler | Junior Technical Director**

- Modeled and textured game resolution vehicles.
- Setup vehicle damage effects.

Software Proficiency**Relevant Skills**

Autodesk Maya
Softimage XSI
Pixologic Zbrush
Autodesk Mudbox
Adobe Photoshop
Eyeon Digital Fusion
Headus UV layout
3d Studio Max

Excellent problem solving
Basic programming
Extremely resourceful
Leads and works well with teams
Positive attitude
Keen attention to detail
Clear and concise communication
Innovative

Education**Art Institute of Vancouver – Burnaby**

June 2003 – October 2004

Received diploma in 3D character animation program.

Achievements**Academy (Oscar) Nomination** for visual effects work on “District 9”.**Gemini Nomination** for visual effects on “The Guard”.

Nigel Denton-Howes
CG Supervisor

Image Engine Design

Nicholas Boughen
VFX Supervisor

CIS Vancouver

Peter Hunt
CG Supervisor

CIS Vancouver

Scott Thompson
Owner and Instructor

Think Tank Training Center
