

GARY TANG

CG / VFX SUPERVISOR
GARYTANGDESIGN.COM
✉ GARY@GARYTANGDESIGN.COM

📞 1-626-643-1737
📧 @weedinmygary-tang-1b5178b5

Los Angeles based CG / VFX Supervisor with strong focus on VFX Production pipeline. Extensive knowledge 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 pressure. Extensive experience in leading and Managing Small and Large teams across all discipline.

PROFESSIONAL DEVELOPEMENT

Swing-Set Production (2023-25) - Head of CG / VFX Supervisor

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

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

**Ingenuity Studio (2023)
(2022) - VFX Supervisor
- CG Lead**

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

Crafty Apes (2021) - Senior CG Generalist

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

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

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

Encore VFX (2017-2018) - Character Artist

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. I excel in personal 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.

Able to produce fast and accurate concept/styleframes/animatic for client feedback.

EDUCATION

(2009-2013) Bachelors Degree of Business

Ashford University

(2014-2016) 3D Generalist. Bachelors equivalent

Gnomon School of Visual Effects

SOFTWARES

