

GARY TANG

HEAD OF CG / VFX SUPERVISOR

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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 pressure. 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**
- 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. 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

