

Fady Kadry

Global Head Of Assets - VFX supervisor

Redefine production limited/DNeg

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Current Location : Montreal/Canada

Work Experience

- September 2022 - Present: Global Head of Assets - VFX supervisor
 - Standardizing workflows between global sites.
 - Build & Environment workflows standardization
 - Enhancing communication between departments.
 - Getting proper and timely schedules for Build, Environments, Rigging.
 - Bidding, Methodology planning, delivery strategy from easy to complex shows.
 - Direct supervision in multi show mode.
 - Building teams to form a coherent global team to match projects complexity needs
 - Helping Visual effects supervisors achieve their vision.
- Mar 2020 - September 2022: Head Of Build at DNeg Montreal
 - Manage the establishment of Montreal based Build department.
 - Direct involvement in project management (Artists assignment based on skill set and task needs).
 - Identifying task complexity & steering methodology cross departments.
 - Working with upper management to reach solutions for department & projects needs
 - Working with Heads of Production to identify, build strategy, properly staff for project.
- Nov 2019 - Mar 2020: CG build supervisor at DNeg Montreal
 - Working directly with the Visual effects supervisor & show production team to achieve,
 - Modeling tasks for the project entire list of assets
 - Texture painting tasks for the project entire list of assets
 - Look development tasks for the project entire list of assets
 - Groom tasks for the project entire list of assets
 - Working directly with Head of department to achieve,
 - Right staff requirement based on task complexity and briefing
 - Time line given by production
 - Re-bidding assets based on newly discovered complexity
 - Working with team leads to delegate, plan, and execute various tasks.
 - Achieving technical solutions that matches artistic vision.
 - Communicate cross departments to find the smartest solution to a complex task.

- **Nov 2018 - Nov 2019: Head of Groom at Method studios Montreal**
 - Building the groom department for Method studios Montreal
 - Direct involvement in project planning for groom tasks
 - Working with the Heads of CG & Heads of technology to advance the groom pipeline.
 - Stream lining processes between the Groom department and Up & Down streams
 - Bidding new projects & Running methodologies to save cost while maintaining quality.
 - Working with Visual Effects Supervisors to achieve clients vision.
 - **Jun 2018 - Nov 2018: Lead Groom artist at Method Studios Vancouver**
 - **Sept 2017 - Jun 2018: Hard surface modeler/ Creature modeler/ Fur groomer at ILM Vancouver**
 - **Jun 2017 - Sept 2017: CFX/Groom artist at Scanline Vancouver**
 - **Jun 2016 - Jun 2017: Fur groomer/ Modeler: Weta Digital**
 - **Mar 2016 -June 2016: Double Negative London Generalist TD**
 - **Feb 2016 - march 2016: Grid-vfx Belgium Senior Generalist**
 - **Nov 2015 -Dec 2015: Groom artist (Freelance) Glassworks Barcelona**
 - **JAN 2014 - AUG 2015: Barajoun Entertainment**
(Senior Character Generalist & CG Generalist)
 - **May 2012 - Dec 2013: 3D Generalist Aroma Design and Solution**
 - **May 2010 - April 2012: 3D Generalist Freelance**
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Managerial skills

- . Building highly skilled teams
- . Casting the right teams and supervision according to each show difficulty level
- . Arranging methodology meetings, bid consultation with show production teams and VFX supervision
- . Artist/Supervisors career progression planning with the help of the artist manager
- . Participating in various global steering committees to discuss and purpose cost effective technological solutions and workflows.
- . Deep understanding in the various build branches to help coordinate and communicate with other HODs for downstream departments requirements.
- . Cross site communication and leadership.

Artistic & Technical skill set

- . Modeling (Character/Creature/Hardsurface,Procedural modeling OTLs)
- . Environment creation (Scatters/Houdini setups)
- . Texture painting
- . Look development
- . Hair and Fur grooming
- . CFX requirement understanding
- . Rigging requirement understanding
- . Animation (Limited animation experience but able to do a functionality demo)
- . Lighting
- . Understanding of color spaces
- . FX (Flip fluids understanding and limited application)
- . Rigid body simulation.