

# Fady Kadry

Head Of Build

Double Negative Canada production limited

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Current Location : Montreal/Canada

Country of Origin : Egypt

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i am highly motivated , self driven and responsibility taker , able to lead and mentor other artists as well as participate in brainstorming and solving production problems , i am experienced in Film production , Feature animation production , music videos and TV commercials for ten + years with skill set range from Modeling , Sculpting , Uv and Texture painting , Hair and Fur Grooming , Shading and Lighting and knowledge of CFX and rigging needs.

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## Work Experience

**Mar 2020 - Present: Head Of Build at DNeg Montreal**

**Nov 2019 - Mar 2020: CG build supervisor at DNeg Montreal**

**Nov 2018 - Nov 2019: Head of Groom at Method studios Montreal**

**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 Glassworks Barcelona**

**JAN 2014 - AUG 2015 Barajoun Entertainment**

(Senior Character Generalist & CG Generalist )

**May 2012 - Dec 2013 Aroma Design and Solution**

( Modeler & CG Generalist )

**May 2010 - April 2012Freelance**

## Skill

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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.**
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### Software in Use

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**Maya Mari Houdini**

**zbrush Mudbox**

**xNormals Unfold3D**

**Photoshop SpeedTree**

**Katana Nuke**

**UVlayout**

**Xgen**

**Yeti**

**Shave&haircut**

### EDUCATION

High Degree Education : Licentiate in Classics

High School : Port Said High school

**Canadian Permanent resident**

### Renderers in Use

**MentalRay**

**Arnold**

**Renderman**