

# **Fady Kadry**

**VFX / CG Supervisor**

**DNEG Montreal**

email Address : fady.kadry@gmail.com

online portfolio : [www.fadykadry.com](http://www.fadykadry.com)

phone number : +1778-680-1026

IMDb: [http://www.imdb.com/name/nm6735784/?ref\\_=fn\\_al\\_nm\\_1](http://www.imdb.com/name/nm6735784/?ref_=fn_al_nm_1)

Current Location : Montreal/Canada

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## **Work Experience**

- **November 2024 - October 2025:** VFX Supervisor (DNEG Montreal)
  - Project (Thamma)
    - Responsible from initial project bidding to bid adjustments
    - Client communication and presentation (to client side VFX supervisor and Directors team)
    - Initiating concept designs, team debriefing.
    - Guaranteeing client engagement, and building up excitement for future collaboration.
- **September 2022 - November 2024:** Global Head of Assets - VFX supervisor (Redefine Mtl)
  - 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)
  - Managing 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 across 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 across 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 DesignandSolution
- May 2010 - April 2012: **3D Generalist** Freelance

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### **Managerial skills**

- Building highskilled 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.