

Fady Kadry

VFX / CG Supervisor

DNEG Montreal

email Address : fady.kadry@gmail.com

online portfolio : www.fadykadry.com

phone number : +1778-680-1026

IMDb: http://www.imdb.com/name/nm6735784/?ref_=fn_al_nm_1

Current Location : Montreal/Canada

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)**
 - 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 DesignandSolution
 - May 2010 - April 2012: **3D Generalist** Freelance
-

Managerial skills

- Building highlyskilled 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.