

chad wanstreet

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recent projects

The Sympathizer	VFX Supervisor	A24/HBO	1 season
The Endgame	VFX Supervisor	Universal/NBC	Pilot
Dollface	VFX Supervisor	ABC Sig/Hulu	1 season
Kill The Orange Faced Bear	VFX Supervisor	Underground/Two Shakes	Pilot
S.W.A.T	VFX Supervisor	CBS	3 seasons
Sweet Tooth	VFX Supervisor	WBTV/Netflix	Pilot
The Tick	VFX Supervisor	Sony/Amazon	2 seasons
Timeless	VFX Supervisor	Sony/NBC	2 seasons
American Gods	VFX Supervisor	Fremantle/Starz	2 episodes
Black Sails	CG Supervisor	Starz	2 episodes
Agents of Shield	CG Supervisor	ABC Sig/ABC	2 seasons

recent professional experience

VFX Supervisor **Sony/CBS, Los Angeles, CA** **Jun. 2019- current**

Production side VFX Supervision of all aspects of S.W.A.T on CBS from pre-production through to post.
Assign VFX studios to shots and episodes based on their particular skill sets and strengths to maximize quality.
Budgeting of all episodes from concept to post.
On-Set Supervision to ensure shooting methodologies used will produce the highest quality images.

VFX Supervisor **Warner Media/TBS, LA/Portland/Vancouver** **Mar. 2021- May. 2022**

Production side VFX Supervision for the pilot episode of Kill the Orange Faced Bear from pre-production through to post.
Assign VFX studios to shots and episodes based on their particular skill sets and strengths to maximize quality.
Budgeting of all episodes from concept to post.
On-Set Supervision to ensure shooting methodologies used will produce the highest quality images.

VFX Supervisor **Hulu, Los Angeles, CA** **Feb. 2021- Jan. 2022**

Production side VFX Supervision of all aspects of Dollface on Hulu from pre-production through to post for the second season of Dollface..
Assign VFX studios to shots and episodes based on their particular skill sets and strengths to maximize quality.
Budgeting of all episodes from concept to post.
On-Set Supervision to ensure shooting methodologies used will produce the highest quality images.

VFX Supervisor **USA, New York, NY** **April. 2021- Aug. 2021**

Production side VFX Supervision of the pilot episode of The Endgame from pre-production through to post.
Assign VFX studios to shots and episodes based on their particular skill sets and strengths to maximize quality.
Budgeting of all episodes from concept to post.
On-Set Supervision to ensure shooting methodologies used will produce the highest quality images.

VFX Supervisor **Zoic, Los Angeles, CA** **Jan. 2019- Jun. 2019**

Create creative pitches and decks for Networks and Executive Producers
Work with in-house team to properly budget and allocate resources on a show to show basis.
Work with Executive Producers and Director to develop and maintain quality of all creative production for shots across multiple episodes.
Manage a team of highly creative individuals to create the best VFX possible.

VFX Supervisor **FuseFX, Los Angeles, CA** **Feb.2 016 - Dec. 2018**

Work with in-house team to properly budget and allocate resources on a show to show basis.
Work with Executive Producers and Director to develop and maintain quality of all creative production for shots across multiple episodes.
Manage a team of highly creative individuals to create the best VFX possible.

CG Supervisor **Encore VFX, Burbank, CA** **Mar. 2015 - Feb. 2016**

Manage a team of 70 artist split between 5 departments delivering episodes weekly.
Establish and maintain looks for sequences and work with department leads to execute.
Developed a robust pipeline to facilitate the delivery of approximately 100 shots daily.

FX Artist **Blur Studio, Culver City, CA** **Dec. 2014 - Mar. 2015**

Delivered FX Elements for full CG cinematics with clients such as Marvel and DC.
Utilized the cutting edge VFX tools of today in a production environment.
Work with Supervisors to establish new pipelines and processes for fluid dynamics.

Instructor **Ballistic Media, Australia** **Aug. 2014 - Mar. 2015**

Created syllabus and content for a repeating 8 week course for students internationally.
Emphasis on photo-real environments using the current industry standard tools.
Taught up to 32 students per class with various skill sets, backgrounds, and cultures.

Lead Artist **Blur Studio, Culver City, CA** **Feb. 2014 - Dec. 2014**

Produced environments and elements for clients such as Marvel, Microsoft, 343.
Created content for Spider Man 2, Halo Master Chief Collection, and Marvel.
Managed a team of artists to deliver consistent results on established looks.