

# Brad Fox

## Visual Effects Supervisor

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### Profile

Award winning VFX Supervisor with experience in Unreal Engine, full CG, VFX integrated with live action, on set supervision and bidding multi-million dollar projects. Deep knowledge of VFX pipeline with hands-on expertise in lighting, shading and rendering.

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### Experience

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#### Tippett Studio / VFX Supervisor

2019 - Present, Berkeley, California

- Supervised crews of 40+ artists
- Oversaw and directed artists while maintaining schedule and budget
- Led a broad range of projects including Unreal generated imagery, creatures integrated with live action, and fully rendered environments
- Collaborated with producers to profitably bid multi-million dollar shows
- Built relationships with clients through thoughtful and clear communication

#### Tippett Studio / CG Supervisor | Lighting Supervisor

2003- 2019, Berkeley, California

- Oversaw artistic and technical direction of the lighting department
- Established show-wide processes to improve efficiency and maintain consistency within the lighting department
- Led efforts to evaluate and recommend new tools
- Developed show specific light-rigs and master templates for feature films, commercials, and themed entertainment
- Proactively addressed creative and technical issues using problem solving skills to find innovative solutions

#### ImageMovers Digital / Lighting Lead

2008 - 2011, Novato, California

- Key member of the core team and first lighter hired
- Collaborated closely with R&D in developing a proprietary lighting and rendering pipeline, helping them understand artist needs & pain points
- Increased productivity by 75% by developing a customized modular lighting system, greatly decreasing the time to set up and render shots
- Instrumental in growing and developing the department through hiring, training, and mentoring artists

#### Industrial Light + Magic / Lighting Technical Director

2001 - 2005, San Rafael, California

- Delivered numerous shots as lighting artist for major feature films
- Aided in the development and implementation of proprietary crowd animation system

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## Skills

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Unreal Engine, Maya, Katana, Nuke, Houdini, RenderMan, Scripting, Adobe Photoshop, Adobe Premiere

Leadership, Collaboration, Written and Verbal Communication, Motivation, Mentorship, Technical Troubleshooting

Drawing, Painting, Photography

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## Filmography

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- Cammy and Mike (2023)(Unreleased)
  - Netflix Resident Evil Times Square Billboard - Clio Gold Award Winner (2022)
  - Jurassic World Jeep Super Bowl Commercial (2018)
  - Ted (2012)
  - Jurassic World Jeep Super Bowl Commercial (2018)
  - Mars Needs Moms (2011)
  - A Christmas Carol (2009)
  - Cloverfield (2008)
  - The Spiderwick Chronicles (2008)
  - Star Wars: Episode III - Revenge of the Sith (2005)
  - Harry Potter and the Prisoner of Azkaban (2004)
  - The Matrix Revolutions (2003)
  - Hulk (2003)
  - Star Wars: Episode II - Attack of the Clones (2002)

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## Education

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School of Visual Arts / Bachelor of Fine Arts