

chad wanstreet

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recent projects

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<b>The Endgame</b>	VFX Supervisor	<b>Pilot</b>
<b>Dollface</b>	VFX Supervisor	<b>1 season</b>
<b>KTOFB</b>	VFX Supervisor	<b>Pilot</b>
<b>S.W.A.T</b>	VFX Supervisor	<b>3 seasons</b>
<b>Sweet Tooth</b>	VFX Supervisor	<b>Pilot</b>
<b>The Tick</b>	VFX Supervisor	<b>2 seasons</b>
<b>Timeless</b>	VFX Supervisor	<b>2 seasons</b>
<b>American Gods</b>	VFX Supervisor	<b>2 episodes</b>
<b>Black Sails</b>	CG Supervisor	<b>2 episodes</b>
<b>Agents of Shield</b>	CG Supervisor	<b>2 seasons</b>

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recent professional experience

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**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.