BRIAN MEANLEY VFXSupervisor.TD.Lighting.Shading.Compositing

Oakland, CA
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WHO AM I?
- Experienced VFX/CG supervisor and technical director with knowledge and experience in many varying roles within the VFX and CG pipelines
- 15+ years of relevant experience
- Experience leading teams of 50+ artists and technicians to deliver projects on-time and on-budget
- Ability to create new software and pipeline tools to achieve increased efficiency
- A practical blend of artistic sensibilities with technical aptitude, and strong problem solving skills
- A strong desire to continually learn from those around me

SKILLS
- Lighting and rendering with physically based renderers (Arnold)
- Physically based shader construction and texture painting using both image and procedural based methods
- Compositing of both CG and live-action assets
- Gaffer, Maya, Nuke, Arnold, Mari, Substance (Designer/Painter), Unreal Engine, Photoshop, Softimage (XSI), Renderman, Houdini, Katana
- Python, OSL, C++, HTML, Javascript

EXPERIENCE

Whiskytree 2012.5 - Present

Roles
- VFX Supervisor 2019.12 - Present
- CG Supervisor 2016.11 - 2019.12
- Technical Director 2013.11-2016.11
- Assistant Technical Director 2012.5-2013.11

Accomplishments
- Led teams of 50+ artists and technicians to deliver projects on-time and on-budget
- Oversaw all aspects of production from an artistic and technical standpoint
- Completed and delivered final shots for over 20 feature films
- Helped to write and implement new tools and software throughout our pipeline
  - Oversaw all aspects of implementing a new lighting/scene-assembly tool (Gaffer) to replace our older Softimage (XSI) lighting/rendering pipeline
  - Assisted heavily in our transition from Softimage (XSI) to Maya
  - Integrated Mari and Substance Painter into our workflows and pipeline management tools
  - Created an automated editorial pipeline using Pixar's OpenTimelineIO
  - Wrote artist facing GUIs to help facilitate working with our pipeline tools

Freelance 2011.2 - 2012.5

- Completed projects for clients including Reebok, and Bauer Hockey

Hatchling Studios 2005.11 - 2011.2
- Lead lighting artist on award winning short animation "The Toll" (winner of 8 film festival awards including Best Animation, Best Comedy, Audience Choice, and Innovation)
- Employee of the Year award (2007)
- Excellence of Achievement award (2006)

EDUCATION

James Madison University Harrisonburg, VA — BFA Fine Arts/Computer Animation.
- Graduated Cum-Laude

Kingswood Regional High School Wolfeboro, NH.
- National Honors Society
- Graduated top 10 in class

FILM/PROJECT LIST
- Elysium (feature film)
- Thor: The Dark World (feature film)
- Thor: Ragnarok (feature film) (VFX Supervisor)
- Tomorrowland (feature film) (VFX Supervisor)
- Rogue One, A Star Wars Story (feature film) (VFX Supervisor)
- The Hunger Games: Catching Fire (feature film)
- The Hunger Games: Mockingjay Part 1 (feature film)
- The Big Short (feature film)
- Downsizing (feature film)
- The Revenant (feature film)
- The Last Witch Hunter (feature film)
- Monster Hunt 2 (feature film)
- The Captain (feature film)
- The Other Side of the Wind (feature film)
- Transformers: Age of Extinction (feature film)
- TMNT: Out of the Shadows (feature film)
- Skyscraper (feature film)
- Captain America: The Winter Soldier (feature film)
- Mother! (feature film)
- The Lone Ranger (feature film)
- Bolden (feature film)
- Chaos (Unreal Engine GDC technical demo)
- Viewmaster (Commercial)
- Michael Jackson Hologram (2014 Billboard Awards)
- Aurelion Sol: The Star Forger Returns (League Of Legends Champion Teaser)
- Need for Speed (Video game concept art)
- Clash: Fight as Five. Win as One. (League of Legends Trailer)