Conrad Dueck

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Summary

Through nearly 25 years in the VFX and animation industries I have successfully contributed in nearly all areas of CG production, supervision, and leadership. I am experienced, confident and capable to fill a wide variety of artistic, technical, managerial and business roles.

Employment History

June 2016 - Aug. 2021	CG Supervisor (Next Gen / Maya and the Three) Tangent Animation Inc. 300 - 70 Arthur Street Winnipeg, Manitoba
Feb. 2010 - June 2016	Vice President/3D Supervisor Opus 204 Visual Effects 70 Arthur Street Winnipeg, Manitoba
Nov. 1997 - Nov. 2009	CG Supervisor Frantic Films/Prime Focus VFX Services 300 - 70 Arthur Street Winnipeg, Manitoba

Education and Training

Mar 2014 - May 2014	Advanced FumeFX CGSociety - Allan McKay (Instructor)
May 1996 - May 1997	Multimedia Computer Applications Specialist Winner - International Macromedia Director team contest Robertson College
Sept. 1993 - June 1994	Engineering University of Manitoba
June 1991	Drafting Diploma Laureate and Merit Honours Steinbach Regional Secondary School

References available upon request.

Skills and Relevant Experience

Starting as a 3d generalist at Frantic Films in 1997, I've worked in all capacities of production, spending twelve years growing to department supervisor and then facility cg supervisor.

During this time I directly contributed to Academy award winning visual effects in "Avatar"(2009), Academy nominated visual effects for "Superman Returns" (2006) and Emmy nominated work for on Stephen King's "Storm of the Century" (1999).

As a technical lead or supervisor on many productions such as "X2: Xmen United", "Swordfish", "Scooby Doo 2", "GI Joe: The Rise of Cobra", "Journey 3D", and "Dragonball Evolution", for example, I was able to complete shot work while supervising and guiding teams.

Project bidding, budget and human resources became a much greater part of my daily role as part owner of OpusVFX, beginning in 2010. Balanced with ownership, I was performing look dev, floor technical support, pipeline planning, and 3d supervision for all projects for 5 years. Our little studio began with television work on "Greatest Tank Battles" and rose to include feature VFX for "The Last Stand" and "Little Boy".

The last 6 years at Tangent Animation has been more centered around planning project pipelines, training, tech support and direction for floor artists and TDs on long form animated features. I've been able to work from both the pipeline/tech and artistic side to manage production issues on site and through the remote reality of the last eighteen months.

While not a "developer", I am a capable scripter performing many scripting TD tasks or bespoke scripted tools, evaluating or modifying proprietary in-house code or 3rd party and open source code.   This ability was crucial for core team members as Tangent initially targeted Blender as the main production tool on spanish co-production "Ozzy", the Netflix movie "Next Gen", and most recently, the 9 part animated miniseries, streaming on Netflix in fall of 2021.

Beyond higher level management work, leveraging Python, bug fixes, code reviews, extending tools and some basic server data analysis scripting were other areas where I was able to directly support our developers and systems/IT teams at Tangent.

Participating in the planning for the development of our next generation Universal Scene Description pipeline, I was able to offload some code from development teams who were justifiably focused servicing new workflows. This process provided amazing insight into the hidden challenges and solutions for USD workflows.

Ongoing 3dsmax Beta testing member.

General Skills and Experience:
- 17 years using 3dsmax as primary DCC for high end VFX
- 6 years of near full time Blender production, planning, training and support
- 6 years as VP and CGSupervisor of local VFX company, OpusVFX
- motivated problem solver and team leader

Software Experience:
Commercial DCCs and tools
- 3dsmax
- Maya
- Houdini
- Fusion
- Deadline
- Photoshop
- After Effects
- Premiere
- FumeFX
- Rayfire

Community DCCs
- Blender
- Gimp
- Krita

Code and Technology
- Python
- MaxScript
- MELScript
- Rez
- Git
- Gaffer
- Open standards (OIIO, OCIO, OpenTimelineIO, etc..)
- some USD