JOHN MONTEFUSCO

cg lead / senior technical director

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John is a CG Lead and Senior Technical Director working in visual effects for the advertising and film industry. He holds a wide range of knowledge throughout the entire production pipeline with an emphasis on Lighting, Look Development and Grooming. With a strong belief in sharing knowledge, John has held leadership and mentoring roles within both the professional and educational environments.

EXPERIENCE

Senior Groom & Creature FX Technical Director
Framestore MTL :   Aug 2017 – Present

PROJECTS
Christopher Robin Returns (2018)
Fantastic Beasts : Crimes of Grindelwald (2018)

GROOM
- Developed detailed grooms for various hero assets and projects ranging from photo-real to art directed designs
- Collaborated with surrounding departments to ensure assets worked as expected and delivered on creative vision
- Helped troubleshoot any hair / fur related issues within the pipeline for all shows in progress

CREATURE FX
- Supported department and show leads by actively solving various asset and shot level issues
- Designed and implemented tools and workflows to help artists work more efficiently and achieve desired results
- Encouraged knowledge sharing between offices, departments, and people
- Ensured information and updates regarding new R&D tools were distributed to the team

Senior Technical Director
Framestore NYC : Oct 2010 – Aug 2017

PROJECTS
Destiny 2 Trailer
Lysol : "Protect Like a Mother"
Fantastic Beasts and Where to Find Them VR
Lactaid Campaigns
Marvel Avengers VR
Geico
….. + commercial and VR work

THE EVERYDAY
- Managed reviews and schedules for teams of up to 30 artists to ensure quality of work and prompt delivery
- Created positive work environment that fostered teamwork and strong communication, especially during crunch time
- Bid and scheduled future projects with team leads and production
- Communicated with outsourcing vendors and other offices to ensure everyone worked towards the same goals and standards
- Mentored junior artists to help them gain insight about the industry
- Created and maintained a cross-site hair pipeline, which included creating tools and workflows

CG / LIGHTING / GROOM LEAD
- Set clear objectives for the CG department at the onset of any new show and monitored progress for the duration of the project
- Ensured all work coming in and going out met the highest standards possible, while being efficient, staying on time and within budget
- Built template scenes and setups for artists to leverage and use as a starting point
- Acted as point person for inquiries and issues coming from both clients and coworkers

Instructor / Thesis Advisor
School of Visual Arts NYC: Aug 2015 – May 2017

IN CLASS
- Taught the fundamentals of Lighting / Shading / Color / Rendering
- Established a work-like environment to prepare students for entry into the workforce
- Assisted students in achieving their professional and artistic goals
- Critiqued work throughout the thesis process and helped students reach their final vision

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NOMINATIONS

VES : Outstanding Animated Performance in an Episode or Real-Time Project
Jan 2017 : Fantastic Beasts and Where to Find Them VR

VES : Outstanding Visual Effects in a Real-Time Project
Jan 2017 : Fantastic Beasts and Where to Find Them VR

SKILL-SETS

Hard
Maya
Nuke
Qualoth
Arnold / VRay
Python / Mel

Soft
Communication Skills
Problem Solving Skills
Leadership / Mentoring
Organization
Works Well Under Pressure

EDUCATION

BFA : Savannah College of Art and Design
Savannah GA: June 2005 – June 2009

Pittsburgh Technical Institute
Pittsburgh PA: Aug 2004 – June 2005

HOBBIES / THINGS I ENJOY

Current
Roller Derby
Exploring / Cycling MTL

Longstanding
Baking (mostly breads)
Dancing (not too well)
Plants!
Learning new things