RODIAN PAUL KUBELEC

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OBJECTIVES

To propose, lead and manage challenging projects from start to finish, ideally involving visual effects, film and video techniques.

SKILLS

- Excellent background in design and visual aesthetics of still and moving imagery for film and video.
- Thorough knowledge of production techniques for visual effects in movies and commercials.
- Powerful organizational and problem solving skills as well as exemplary verbal and written abilities.
- Very effective as part of a team or as a project leader, making sure everyone's opinion is heard, and their contribution recognized.

EXPERIENCE

DESIGN DIRECTOR
 PRETEND, LOS ANGELES, CA (2013-2020)

Responsible for visual and user interface (UX) design of a Project Design product for film and video production.

DIGITAL PRODUCTION MANAGER
 DIGITAL SANDBOX, MARINA DEL REY, CA (2012-2013)

Co-design of new facility from ground zero to produce visual effects for two movies.
- VFX Line Producing for Parental Guidance (2012)
- Artists staffing and system design for Chasing Mavericks (2012)

VFX PRODUCER
 ANGST VFX, LOS ANGELES, CA (2009-2011)

Freelance producer for Los Angeles based boutique VFX studio. Projects included:
- Parachute, Ingrid Michaelson (music video)
- Eet, Regina Spektor (music video)
- Laughing With… Regina Spektor (music video)
- Sweet Dreams, Beyonce (music video)

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SENIOR TECHNICAL DIRECTOR
 RHYTHM & HUES STUDIOS, LOS ANGELES, CA **(2005-2009)**

Visual effects scene lighting, hands on production for feature films including:

- Alvin and the Chipmunks: The Squeakuel (2009)
- The Wolfman (2009)
- Cirque du Freak (2009)
- Aliens in the Attic (2009)
- Night at the Museum: Battle of the Smithsonian (2009)
- The Mummy: Tomb of the Dragon Emperor (2008)
- Alvin and the Chipmunks (2007)
- Golden Compass (2007 - Oscar best Visual Effects)
- Night at the Museum (2006)
- Garfield: A Tail of Two Kitties (2006)
- Charlottes Web (2006)
- Chronicles Of Narnia: The Lion, the Witch and the Wardrobe (2005)

DEVELOPMENT DIRECTOR, CONSOLE GAME DEVELOPMENT
 SONY PICTURES IMAGEWORKS, CULVER CITY, CA **(2000-2005)**

Located internal and external properties to secure for console computer games.

Liaised with U.S. Army for urban combat simulation project.

Interface with video games publishers and software developers as potential publishing partners and sub-contractors.

Interface with game designers for planning and pre-production of games.

Pitches, presentations and creation of materials (docs, DVD's etc).

- Full Spectrum Warrior (U.S. Army / THQ 2004)
- Robota final stages of green-light for self financed project (2005)
- escape early development of high-end machinima short (2005)

SENIOR TECHNICAL DIRECTOR
 DREAMWORKS ANIMATION, GLENDALE, CA **(1998-2000)**

3D CG and VFX for animated film Road To Eldorado (2000).

CG SUPERVISOR
 RHYTHM & HUES STUDIOS, LOS ANGELES, CA **(1993-1998)**

Set up division The Box, attached to live action commercials, specializing in pre-vis, sales, R+D, creative consultant to directors.

Worked with teams large and small on movie projects and commercials.

Film credits include:

- Speed II (1997)
- Nutty Professor (1996)
- Babe (1995 - Oscar best Visual Effects)
- Hocus Pocus (1993)
- Theme park ride Seafari (1995) and numerous commercials.
- Duties included attending shoots, project organization, FX lighting and compositing. Designed and co-authored company intranet focusing on production needs.

SENIOR TECHNICAL DIRECTOR
FREELANCE, NYC/LA (1992)

- Clients included Windsor Digital, NYC., Novocom and Insight-Pix, LA.
- Execution of all aspects of 3D CG production.

DIRECTOR 3D COMPUTER ANIMATION
POST PERFECT, NYC (1991-1992)

- Managed small CG department at high end post production facility.
- Interfaced with clients and other post production departments.
- All aspects of animation for modeling, motion and lighting.
- Wrote utilities in C for general production use.
- System design, configuration and administration.

PROGRAMMER
OMNIBUS JAPAN, TOKYO (1990-1991)

- Design and implementation of user interface for proprietary 3D CG package.
- Authored utilities in C for production use.
- System design, configuration and administration.

SENIOR ANIMATOR
FEIGENBAUM & ASSOCIATES, NYC (1988-1989)

- Supervised small CG shop of full time and freelance artists.
- Animation, modeling, motion and lighting.
- Authored utilities in C for production use.
- System administration.

DESIGNER/ANIMATOR
BLACK CAT INC, NYC (1987-1988)

- Design and storyboard of CG animations.
- Interface with clients.
- Animation, modeling and lighting.
- Authored utilities in C for production use.

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DESIGNER/ANIMATOR
OMNIBUS SIMULATION INC, NYC/LA (1985-1987)

- Design and storyboard of CG animations.
- Interface with clients.
- Animation, modeling and lighting.
- Authored utilities in C for production use.

DESIGNER/ANIMATOR
VERTIGO COMPUTER IMAGERY, VANCOUVER (1983-1985)

- Design and storyboard of CG animations.
- Interface with clients.
- Animation, modeling and lighting.
- Authored utilities in C for production use.

EVENTS

Organized eight CG/VFX industry events during the annual SIGGRAPH conference.

Raised funds, located and secured venues, organized entertainment; bands, DJs, dancers etc.

Solicited and encouraged help from others to share the amount of work.

- Les Deux Cafés, private party (Los Angeles, 1999, 2001)
- MSY:0x02, private party (New Orleans, 2000)
- SIGGRAPH Chapters, (New Orleans 1996, Orlando, 1998)
- Los Angeles Zoo, DOA and SIG Chapters party (Los Angeles, 1997)
- Mayan Club, Rhythm+Hues party (Los Angeles, 1995)

EDUCATION

GRANT MACEWAN COLLEGE
EDMONTON, ALBERTA. CANADA.

- Video Production (1983)
- Advertising Art & Design (1979)

REFERENCES

Available upon request.

SUPPLEMENTAL

https://rpkres.github.io