

## 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.

### EXPERIENCE

#### VISUAL DIRECTOR

##### PRETEND, LOS ANGELES, CA – 2013-2020

Responsible for design and user interface (UX) for a Project Design product for Movie 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).

#### 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).

#### **RHYTHM & HUES STUDIOS**

##### **CG SUPERVISIOR, LOS ANGELES, CA – 1993-1998**

Set up of 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.

## EVENTS

Organized eight CG 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. Advertising art & design.  
1979

## 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.
- Extremely strong 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.

## REFERENCES

Available upon request.

## SUPPLEMENTAL

<https://rpkres.github.io>