

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.
- Superb organizational and problem solving skills as well as exemplary verbal and written abilities.
- Highly effective as part of a team or as a project leader, making sure everyone's opinion is heard, and their contribution recognized.
- Instinctive use of commercial and proprietary software.
- Technical capabilities include writing utilities in low-level languages and CLI tools for Unix/Linux/macOS platforms.

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EXERIENCE

DESIGN DIRECTOR

PRETEND, LOS ANGELES, CA (2013-2020)

Responsible for visuals and user interface 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 VFX facility to produce visual effects for two movies:

- VFX line producer for Parental Guidance (2012)
- Staffing and system design for Chasing Mavericks (2012)

VFX LINE PRODUCER

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

Freelance line producer for boutique VFX studio. Music video projects included:

- Parachute, Ingrid Michaelson (2011)
- Eet, Regina Spektor (2009)
- Laughing With... Regina Spektor (2009)
- Sweet Dreams, Beyonce (2009)

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

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SONY PICTURES IMAGEWORKS, CULVER CITY, CA (2000-2005)

After working on the VFX of a feature film, I was invited to join a new games development division.

Interfaced with video games publishers and software developers as potential publishing partners and sub-contractors for internal and external properties.

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

Design and creation of materials for pitches and presentations.

- Full Spectrum Warrior (U.S. Army/THQ 2004)
- Senior TD, solid organs team Hollowman (2000)

SENIOR TECHNICAL DIRECTOR

DREAMWORKS ANIMATION, GLENDALE, CA (1998-2000)

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

CG SUPERVISOR

RHYTHM & HUES STUDIOS, 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.

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)

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- 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 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 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 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 for production use.

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.

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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 MACWEAN COLLEGE
EDMONTON, ALBERTA. CANADA.

Video Production (1983)

Advertising Art & Design (1979)

REFERENCES

Available upon request.

HOBBIES

Silversmithing and leatherwork.

SUPPLEMENTAL

<https://rpkres.github.io>