

Geoff Marshall

Senior 3D Generalist/Team Lead

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Portfolio: geoff-marshall.com

Imdb: imdb.com/name/nm3888846

Career highlights: Over twenty five years spanning film, television, and advertising. I have a passion for storytelling in many diverse mediums. I started out cel painting at Nelvana, eventually I became graphics director for CTV national news then moved into visual fx with a sideline in live interactive visuals. Directed and animated multiple short films. I've lead many happy and productive teams and have a deep interest in music, cinema, history and science.

CORE EXPERIENCE:

- Lighting, texturing compositing and linear workflow
- Visual effects (natural elements, crowd simulation, etc)
- Animation, previsualization and editing
- Concept design/storyboards
- Matte painting and digital set extension
- Live interactive design and performance
- Editing and narrative structure
- Great comprehension of modeling, rigging and pipeline

TECHNICAL SKILLS:

- Maya, Houdini, Nuke, Adobe CC, Harmony
- Rendering engines: Vray, Redshift, Arnold, Mantra
- Traditional illustration, sculpting, sequential art
- Working knowledge of Python, Mel and Vex
- Experience with 3d printing and industrial design.
- Familiarity with Unity and Unreal engines

Employment History:

2022-2023 Spin VFX Environment CG Supervisor (Houdini/Unreal/Maya/Nuke)

2020-2022 Yowza Animation Studio Composite Supervisor (Harmony)

2020 Mavericks VFX CG Generalist (Maya/Nuke/Vray)

2018-2019

Kerosene VFX "Oddsquad" (After FX)

Ogilvy/Triangle Post 3D animation/tracking Nexium commercial "Fireproof" (Houdini/After FX)

SelfTitled Studio/Emilie Mover Animator/Director for videos "Nothin", "Be So Blind" (After FX)

2015-2018

Rocket Science Senior Artist/ Cg Lead Toronto

3D generalist and team lead focussed on lighting, previz, vfx. Mentoring junior artists and working with directors on shot sequences from concept/research to final delivery.

Tools used: Maya(Vray, Redshift), Houdini/Mantra, Nuke, Shotgun, Deadline, Golaem, Adobe creative suite.

Selected works:

"Alias Grace" - (miniseries) Netflix

"Killjoys" - (2 seasons) Space/Bell Media

"Into the Badlands" (2 seasons) AMC

2014-2015

Animation Director Ladies Of The Canyon - "Let's Take the Night" (Harmony/Storyboard pro)

Awesometown Entertainment Toronto

Lighting and Comp supervisor/Look dev TD (Maya/MentalRay, Fusion)

“A.C.O.R.N.S.: Operation Crackdown”

2014

Torpedo Studios Montreal (remote)

Concept/Matte Painter (Photoshop, Maya, Mudbox, Nuke)

2012 - 2013

Frame Studios Montreal

Lighting Artist (Softimage, Redshift)

Digital Dimension Montreal

Lighting Artist (Softimage, Nuke)

SelfTitled Studio/ Hugh Oliver Animator/Director “Suiside Of Life” (Harmony, Storyboard Pro)

2012

Mr. X Toronto

“Resident Evil Retribution” “Carrie”

VFX Lighting/Texturing TD (Houdini/Maya/Nuke) Matte Painting (Houdini/Photoshop)

2010 - 2011

ModusFX Montreal

VFX TD (Houdini)

“The Legend of Sarila”

Lighting TD (Softimage)

“Source Code”

“March of the Dinosaurs”

2007 - 2009

Animation Director “The Ballad of Hugh” (Traditional, After FX, Harmony, Stop motion)

Live visuals design Rush “Snakes & Arrows” tour

2007 Meteor Studios Montreal

Lighting and Modeling (Maya, PRman)

“Journey to the Center of the Earth”

“Walking the Baby Mammoth”

2003-2006

Crush Toronto

Senior 3D generalist/team lead on a variety of advertisement and broadcast projects.

The 90’s: Graphics Director, CTV National News, Art Director/founder Exclaim! magazine, 3D Generalist CBC, Dome Productions, Spin vfx, Owner/President Chromacide Inc. details upon request.

Awards and distinctions:

2018 Canadian Screen Awards nomination best visual effects in a TV series “Alias Grace” CBC/Netflix

2017 Canadian Screen Awards nomination best visual effects “Killjoys” – “How to Kill Friends and Influence People” – Space (Bell Media)

2005 Silver Broadcast Designer Award “CityTV/TIFF award”

1991 Broadcast Design Awards guest speaker for CTV National News

Professional association: Academy of Canadian Cinema and Television (voting member)

Languages: English and basic French