

Georgios Cherouvim

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Work Experience

Independent filmmaker / Freelance FX-TD	ch3 studio – self funded animation studio / freelancing for VFX studios in NY	Mar 2019 - Present
CG Lead	Framestore - Commercials Department, New York	Jan 2015 – Mar 2019
Leading a team of CG artists on commercial projects and virtual reality experiences. On set supervision and interaction with clients Projects include Dell, Hewlett Packard, Samsung, Qualcomm, AT&T, The New York Times, Absolut, Galaxy, State Farm, Capital One, Björk		
Personal work	Athens	May 2014 – Jan 2015
Animation short Alosis , as well as other artwork in preparation for a solo exhibition in Athens		
Senior FX-TD	OneOfUs - Film London	Mar 2014 – May 2014
Jupiter Ascending		
Lead FX-TD	Moving Picture Company - Film Department, Vancouver	May 2010 – Jun 2013
Superman - Man of Steel , Co-led an FX team of around 25 to complete 250 fx shots. Overlooked the development of the FX pipeline and developed tools crucial for delivering the show. Trained and guided 5 juniors who joined the team. Sherlock Holmes 2 , Led an FX team of 5 to complete 25 fx shots. Development of fx tools for delivering the show. Sucker Punch, Source Code, Fast Five doing RnD, FX rigs and lookdev. Implementation of various tools to assist in production and streamline various processes.		
Personal Work	Athens	Oct 2009 – Mar 2010
Animation short Erebus		
Effects Technical Director, 3D Generalist	Moving Picture Company - Commercials Department, London	Sep 2007 – Jul 2009
Worked on about 12 commercials including Sony, Nokia, Renault, Gatorade, Wrigleys, SKY, AXE, SYFY		
Effects Technical Director	Moving Picture Company - Film Department, London	Sep 2005 – Aug 2007
X-Men3, Harry Potter 5, Fred Clause , doing RnD, setup and lookdev. Implementation of various tools to assist in production and streamline various processes.		
Obligatory military service	Greek Army	May 2000 – Sep 2001

Software experience & Programming languages

Houdini, Maya, Nuke, Touch Designer, Photoshop, Windows, Linux.

C/C++, GLSL, VEX, Python, MEL, Processing, Open Frameworks

Education

Metal casting and art theory , Emily Carr university, Vancouver	2012-2013
Stone and metal sculpture classes, Morley College, London,	2007-2009
BA(Hons)Computer Animation & Visualisation , National Centre for Computer Animation at Bournemouth University. Top score of the year 77.88%	June 2005
Computer Science specialisation , EPL Ilioupoli, Athens. Final mark 18/20.	June 1999
English language: 'Certificate of Advanced English' from Cambridge University.	June 1999
French language: 'Delf 1er Degré'.	June 1999
National Apolytirion, Athens. Final mark 18/20.	June 1998

Achievements

Festival Screenings	Ars Electronica, Siggraph, One Dot Zero, Art Futura, Animago, London International Animation Festival, Athens Digital Art Festival, Cutout Fest, Animasyros, Toronto Lift-Off Film Festival
Exhibitions	Monomorphia solo exhibition Athens 2014, various group art shows
Awards	Theros - Best Final Year project of the 2005 graduation class in Bournemouth University The New York Times VR Experience – Cannes Lions 2016 Mobile Grand Prix Winner Battle for Avengers Tower – Best Animated VR Film – VR Fest Absolut One Night – Awarded a Merit – The ONE Club Andromeda Software Development demo For Your Love - 2 nd prize – Assembly 2018 Andromeda Software Development demo Spin - 1 st prize – Assembly 2011 Andromeda Software Development demo Iconoclast - 1 st prize – Assembly 2006