

Georgios Cherouvim

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Work Experience

Teaching – Houdini and creative coding	School of Visual Arts - NY	Sep 2019 – Present
Independent filmmaker / Freelance FX-TD	ch3 studio – self run 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 Alois , 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. Overviewed 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, php, JavaScript

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