

Chris Cook

CG SUPERVISOR

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[SHOWREEL](#) [LINKEDIN](#) [IMDB](#)

AI SHOWCASE: [ChrisCook.app/aiTools](#)

PROFILE

I am a CG supervisor with over 15 years of experience across feature film and TV, leading specialists and generalists from brief through delivery on high-profile productions.

Experienced in client management, crew resourcing, outsource oversight, and cross-studio coordination, with a hands-on technical background building pipeline tools to help improve artist efficiency.

EXPERIENCE

Crafty Apes

CG Supervisor

Feb 2022 – Jan 2026

IT: Welcome to Derry • Gran Turismo • The Continental • Ballerina
Halo • Borderlands • Rez Ball • Kraven the Hunter • Another Simple
Favor • Spirited

- Built an Unreal Engine pipeline from the ground up
- Developed a character and digi-double pipeline, specifically targeting efficiency across high-volume builds
- Managed crewing on multiple shows cross-studio, outsource assessment, and scheduling across multiple simultaneous productions

Scanline VFX

CG Supervisor

Sept 2021 – Feb 2022

The Batman • The Flash

DNEG

Build Supervisor

Jun 2019 – Sept 2021

Dune • Uncharted

Framestore

Lead Modeller

Jun 2010 – May 2019

Spider-Man: Far From Home • Christopher Robin • Thor: Ragnarok
Guardians of the Galaxy Vol. 1 & 2 • Dolittle • Doctor Strange
Beauty and the Beast

AI & EMERGING TECH

An active adopter of AI tooling across technical and creative fields.

Over the last few years I have actively developed and tested how AI tools can be used in a VFX pipeline to increase efficiency, reduce repetitive workloads, accelerate turnaround times and iteration, and free up artist time for higher-value creative work.

An example of some of my AI tools and AI training I provide can be viewed at:

[ChrisCook.app/aiTools](#)
[youtube.com/@ChrisCookVFX](#)

PIPELINE & CODE

Python • YAML • PySide6
Tool Dev • Gen AI

SOFTWARE

Maya • 3DS Max • ComfyUI
zBrush • vRay • Nuke • Houdini
Unreal Engine

STRENGTHS

Client Relations • Scheduling
Crew Management • Outsourcing
Render Forecasting

TEACHING

Between 2023 and 2025 I taught final-year students end-to-end CG production across all departments at Vancouver Film School.

I also run a YouTube channel where I aim to teach artists tools and workflows to help them grow as artists.