

Ruel Smith

VFX Supervisor | Director |

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NOTABLES:

- I have accumulated over 17 years of experience in the Visual Effects & Animation industry as a: VFX Supervisor | Head of VFX | Commercial Director | Animation Director | Animation Supervisor & Animator.
- As a commercials VFX Supervisor and Head Of VFX, I have extensive experience in: team building, department building, creative-technical- budget, and schedule assessment & breakdown of projects.
- I have been tasked with building a Visual Effects department from the ground up for companies such as Stept Studios | LockT Editorial, and Impossible Objects Co. Assessing company identity, scope of projects as well as short and long term goals.
- As a VFX artist and Animator I have extensive experience across Film, Television, Commercials and Games: Live action, Animated, Virtual Production and Motion Capture.

VFX SUPERVISION | Head of VFX & ANIMATION

Oakley - Mahomes

Honda - Civic 2022

ESPN X Playstation - MLB The Show

Apple - California Soul

JP Morgan Chase - Campaign

Disney - Vacation Campaign

Nike - Naomi Osaka

Oakley - Arc 5

WHOOH 4.0 - Campaign

Therabody - Holidays

Oakley - Lamar Jackson

Traeger Grills - Cooking to Perfection

Best Buy - Commercial Campaign

Headspace - Internal Spec Commercial

Got Milk? - Your gonna need more milk

Riot Games - Worlds 2022

ANIMATOR | VFX ARTIST:

"The Black Panther" Feature Film

"Tomb Raider" Game Cinematic

"Captain Marvel" Feature Film

"Halo Reach" Game Cinematic

"The Jungle Book" Feature Film

"Mortal Kombat X" Game

“Series of Unfortunate Events” TV Show

“Flags of our Fathers” Feature Film

“Alvin and the Chipmunks 3” Feature Film

"Gears Of War 4" Game Cinematic

“Tron Evolution” Game Cinematic

Bunjie **"Destiny"** Game Cinematic

“Medal of Honor” Game Cinematic

Griffith Observatory Planetarium Show **“Signs of Life”**

STUDIOS:

Digital Domain

The Mill - Los Angeles

Zoic Studios

CoSA VFX

Mirada

Impossible objects Co.

MPC - Los Angeles

Method Studios

Rhythm and Hues

Asylum FX

Stept Studios | LockT Editorial

SOFTWARE:

Maya | Motion Builder | fTrack | Shotgun | Davinci Resolve | Premiere | Photoshop | After Effects | Excel

School of Visual Arts, New York

Graduated May 04 - BFA Computer Art Specializing in Char. Animation.