

Christian Jelen

VFX supervisor & Maya Generalist

Contact Details

E-MAIL ADDRESS: jc@jayceee.com

TELEPHONE NUMBER: +447762118736

SKYPE ID: ChristianJelenVfx

POSTAL ADDRESS: 51 Lower Park rd TN3 42LA Hastings

DEMO REEL LINK:

<https://vimeo.com/manage/videos/716047959/51060d8b8b> Pwd: reelJC2022

(Breakdown as comments on Vimeo)

Reel and Portfolio links



Personal Statement

"From the traditional special effects techniques to today's digital effects and real time graphics"

Please allow me to introduce myself: my name is Christian Jelen, I am a London based freelance VFX supervisor, Cinematic artist and Maya Generalist.

With three decades of practical film production experience, I have witnessed the growth of visual effects from the traditional special effects techniques to today's digital effects and real time graphics. I have extensive experience across various disciplines including Animation, Design, Compositing, 3d, On Set Supervising and Directing. In the past I have also successfully helped my clients with script breakdowns, scheduling and recruiting.

My latest projects include supervising the postvis for Aquaman 2 for Nviz and working as a consultant for the London Arri virtual production stage. In 2021 I did previs for The Third Floor on various Netflix series and completed the Epic "Unreal Virtual Production Fellowship", including directing a short film. Prior to this, I was at PlayStation London as a Cinematic Lead and animation supervisor on the PlayStation 5 game "Horizon Forbidden West", responsible for motion capture shoots, cinematics, pre- and post-production. In 2020, I directed a short in the Unreal Engine and did postvis on the Netflix series "Fate: Winx". In 2019 I was the Vfx supervisor of the 6-part National geographic TV Series "Eye Witness" for Atomic Arts. I also helped MPC with pre- and tech viz for Cruella, Little Mermaid and Cats.

Key Skills

- Character Animation and Mocap experience
- Pre- and Post vis
- Shoot attendance
- Compositing
- Passionate team leader with great people management skills
- Managed small to large teams of Artists: numbering 4 to 21

Technical Skills

Software	Experience Level	Software	Experience Level
Unreal Engine	4 years	Photoshop	20 years
MAYA	15 years	After Effects	10 years
Motion Builder	1 year	Unity	2 years

Recent Employment History

VP supervisor, CT/Arri stage, London

April 2022 – today

Responsibilities:

- Leading a team of 5
- Pre-Tech vis of VP content
- Setting up animations and environments in Unreal engine
- rendering and compositing with live action plates
- on set supervising shoots

Postvis supervisor, NVIZ, London

September 2021 – April 2022

Responsibilities:

- Leading a team of 5
- Setting up animations and environments in Unreal engine · rendering and compositing with live action plates
- scheduling

Achievements:

- Pre and Postvis on Aquaman 2, The Meg 2, The 3 Body problem

Lead Cinematic Artist Animator, Playstation Studio London, London

September 2020 – April 2021

Responsibilities:

- Leading a team of 10
- Mocap previs and shoot

- Working with performance director
- Postproduction

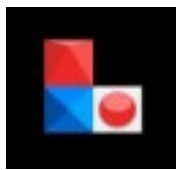
Achievements:

- In game cinematics for “Horizon Forbidden West”

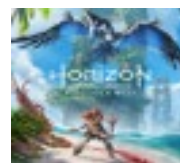
Employment History: highlights



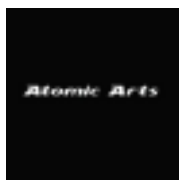
Unreal Fellowship
 Short film director
 May-June 2021
 In depth tutorials of Epic's Unreal Engine and production of a short film



PlayStation London Studio
 Lead cinematic artist
 Sept 2020-June 2021
 Previz of cinematics, mocap shoot, postproduction, managing team of animators



The Moving Picture Company
 Senior previs artist and animator
 June-December 2019
 Previz, techviz, character animation



Atomic-arts
 VFX supervisor
 Jan-June 2019
 Hands on VFX supervising 8 part TV series, supervising team of 15



Unit TV
 In house VFX supervisor
 March-December 2018
 Hands on VFX supervising 8 part TV series, supervising team of 15



Proof-inc
 Senior Artist
 July 2017- Feb 2018
 Pre-,Tech- and post-viz artist



Complete employment history listed by industry

FILM

"Aquaman 2" (1-3/2022) for Nvizege

Postviz supervisor using Unreal Engine

"The Meg 2" (8-12/2021) for Nvizege

Lead animator previz

"Little Mermaid" (9-11/2019) for MPC

Senior Previs artist

"Cruella" (6/2019-9/2019) for MPC L.A.

Senior Pre- and techviz artist and asset builder

"Robot 2.0" (3/2018-10/2018) for Unit Tv

Vfx Supervisor, supervising a team of 10 artists, 40 shots, key seq "man made from mobiles"

"Swords and sceptres" (3/2018-5/2018) for Unit Tv

Vfx Supervisor, supervising a team of 5 artists, creating digital doubles for riders on horses

"Aladdin" (July 2017 to Feb 2018) for Proof

Senior previz and postviz artist. Responsible for designing key sequences of the film using Maya. Postvis Maya Generalist and compositor

"Gnomeo and Juliet: Sherlock Gnomes" (2017) for Mikros

Senior previz and layout artist for Mikros Image/Technicolor Responsible for designing key sequences of the film using Maya

"Cats" (11-12/2019) for Mill Film

Senior animator

"Murder on the Orient Express" (2016) for Argon

Senior previz artist for Argon FX Responsible for designing key sequences of the film using Maya and After Fx.

"Life" (2016) Senior previz artist for Nvizege

Responsible for designing key sequences of the film using Maya

"Fantastic Beasts and Where to Find Them" (2016) for Nvizege

Senior previz artist for Nvizege Responsible for designing key sequences of the film using Maya Feature film

"The Pirates! In An Adventure with Scientist" (2014) Sequence TD for Aardman

Previs of showdown sequence at end of the movie, Cloud point data and on set photography, Stereoscopic Nuke compositing of Cg elements, Fluid simulations, modeling, texturing and shading in Mud box

OSCAR nomination for Best Animated Feature

"Sherlock Holmes: A game of shadows" (2013) for Destroy all monsters

Senior previz artist Responsible for designing key sequences of the film using Maya and Motion builder

"Dredd" (2012) Senior previz artist for "Destroy all monsters"

"4321" VFX supervisor for Warner Brothers

Recruiting team, setting up production pipelines, supervising and delivering postproduction of 40 shots

"Stephen King' s 1408" Lead Artist for The Senate

Designing, modelling, texturing, lighting, mental ray rendering various photo realistic environments

"White Noise" Lead artist for Stargate Digital

Supervise production teams of 3D-animators, determining creative, logistical and technical solutions throughout the entire production pipeline. Recruiting team. Designing Characters. Responsible for key/highly skilled hands-on CG, character animation. Senior ability in modeling, rigging, texturing, shading and lighting of sophisticated 3D creatures, scenarios and environments.

"Mirror Mask" Senior Maya Artist for Jim Henson

Responsible for 4 sequences/10 min of the movie, including environments and characters. Directed by Dave McKean.

"A Christmoose tale" Lead artist for Filmmore Brussels

Responsible for Modeling, texturing, animating a moose

TV

Shadow & Bone Series 02 (2022 Tv series) - Previz Artist, Nvizage

The 3 body problem (2022 Tv series) - Previz Artist, NVizage

Heart Of Stone (2021 Tv Movie) - Previz Artist, The Third Floor

Masters of the air (2021 Tv series) - Previz Artist, VP Techvis,

Fate: The Winx saga (2019 Tv series) - postvis artist Netflix

Mogadishu (2011TV movie) - Consultant, MPR

Game of Thrones (2014 Tv series) - Previz Artist, Destroy All Monsters

Plan Man (2001 Tv movie) - Senior Compositing Artist, ITV

Death in Holy Orders (2001 Tv movie) - VFX supervisor, BBC

The Biggest Step - (2000 TV series) Maya, motion builder, H5b5

CHILDREN'S

Snow Queen - (90min) Maya Lead, Intro/BBC

Spirit Warriors - (10x30 min) VFX supervisor for CBBC

Chuggington - Consultant, Ludorum

Wolfblood - Consultant, Prime Focus

Wizards vs Aliens - Consultant, Lumiere

Bing Bunny - Hands on consulting (ACAMAR films/CBBC)

DOCUMENTARY

Eye Witness (2019) - (6x45min) Vfx Supervisor Atomic

Arts/National Geographic Polar extremes- (2018) (Tv special) Vfx

Supervisor UnitTV

Babies - 2018 (Netflix series) Vfx Supervisor UnitTV

Journey to the Edge of the Universe - Maya Artist, Red/

National Geographic the Future is Wild - Compositing Artist,

422/Discovery

Wave of Death - VFX supervisor, SAT 1

Ice Planet (TV series) - Consultant, H5b5

Fight for Life (TV series) - Consultant, Jellyfish/BBC *BAFTA Best VFX

Brian Cox's "Wonders of Life" - Consultant, Prime Focus

MUSIC

Aerosmith tour graphics - Concept Artist, Punk Films

Take That tour graphics - Senior Maya Artist, Absolute

Gorillaz DVD graphics - Senior Maya Artist, Flesh Eaters

The Corrs "Long Night" - VFX supervisor, On set supervising motion control, compositing

AFX

GAMES

Horizon Forbidden West (2020/2021) Cinematic Lead for
PlayStation London Black - Concept Artist, EA
BBC Jam - Designer and Maya Lead (BAFTA nomination), Gamelab
XXX - Concept Artist, Evolution studios

COMMERCIALS (selected)

Domestos - Maya, Uli Meyer animation
Asian cup - Maya, Smoke & Mirrors
EMI - Maya, Resolution
Vodafone - Maya, Concrete Post, Unit Tv
Sony Xperia - Maya, Smoke & Mirrors
Sainsbury's Christmas- Maya - Passion Pictures
TransPennine Express - Maya, Big Buoy

VR/FULLDOME/BUILDING PROJECTIONS

Moscow, Circle of Light Festival - Building projection, VFX supervisor for
Drive Productions
National Space Centre - Corporate Films Fulldome, CG lead
Audi - A4 Commercial, 360/VR - VFX supervisor for Topalsson

TV DESIGN

Who Do You Think You Are - BBC, Maya artist
BBC Olympics 2012 - CRYSTAL, Hands on consulting & graphics
Fox Sports redesign 2014 - CREATIVE WORKS Animation, Concept art
Viva 1 & 2 Germany Music Channel original station design
RTL 2000 Christmas campaign - VFX supervisor Motion control and animatronics

DIRECTED WORK

"The most compassionate game" (2021) Short for Epic Games
"The 16 guidelines study kit" - 2017 FDCW director animator in Unity3d
"Cosmic Girl" short film rendered in the Unreal Engine- 2020 director
"Goldrush series 9 titles" - 2018 director/vfx Supervisor
"Random Acts of Kindness" - MTV, director

BOOKS (free downloads and more info at <http://jccuddlybear.co.uk/>)

"A path to happiness - for young minds " Teaching materials for children for the
office of HH The Dalai Lama/ Hayhouse publishing. Editor & Illustrator
"Brixton Knight" Graphic novel
Story & Illustrations
"Karmic Christmas" Graphic Novel
Story & Illustrations
"UPDATE!!! democracy" book/teaching materials
"A Buddhist worldview -for young minds" Teaching materials for children
Editor & Illustrator

Education & Qualifications

FH Munster FB Design
BA in Design and Visual communication
September 1988 - June 1992

Grade - 2.1

Languages

English - Fluent / Native

French - Fluent / Native

German - Fluent / Native

Interests & Hobbies

Buddhism, Ukulele, traveling with family

References

"Christian naturally has an extremely positive outlook to life which is also reflected in his work. He is super friendly, very patient and extremely humble which makes him a pleasure to work with."

Soho Editors