

**Craig Nisbet**  
6030 Oak Bend St. 9107  
Orlando Fl, 32835  
214-235-3755

**Objective:** I believe I have developed the skills necessary to adapt to most production environments, with an emphasis on visual effects, production management and supervision. I am skilled in both computer art and programming.

**Experience:** **The Dave School**  
**CG Supervisor**  
Manage the block 4 student productions. Responsible for most aspects outside of animating actual shots. This include creation of story boards, concept art, project management, interactions with clients, and direction. Students typically only have 9 months of 3d experience.

1080 San Antonio, TX  
**Visual Effects Lead** Feb 2008 to Aug 2008  
Created photo-realistic effects for the live-action tv show Jurassic Fight Club for the history Channel. Engineered a look and work flow for an all cg underwater episode that won the shows highest ratings.

Reel FX Creative Studio Dallas, TX  
**Visual Effects Supervisor** June 2006 to Feb 2008  
Was put in charge of a team of effects artists. Worked on several comercial and entertainment related projects. Managed R&D for Open Season 2.

DNA Productions Irving, TX  
**Visual Effects Supervisor** Jan 2003 to June 2006  
Managed a team while creating stylized visual effects for the tv show Jimmy Neutron. Also created effects for the film The Ant Bully. designed software, and Otl's(Houdini) to speed up the lighting departments workflow, and produce custom effects tools for the effects department.

The Dave School Orlando, FL  
**Instructor/Project Director** Jan 2003 to June 2006  
Instructed students about lighting and visual effects. Led the students final projects. This was contract work

DNA Productions Irving, TX  
**Lighter / Hardware Animator** July 2001 to Dec 2002  
Lighting and hardware animation on the film Jimmy Neutron: Boy Genius. This was contract work.

Foundation Imaging Valencia, CA  
**VFX Artist** Nov 1999 to Feb 2000  
Lighting and visual effects for two animated television shows (Roughnecks: Starship Troopers Chronicles and Max Steel). Aided in writing software to automate animation of characters.

Rainbow Studios Phoenix, AZ  
**Computer Artist** Jan 1997 to 1999  
Generalist artist on varied projects including animation for the games: Age of Empires II, Missile Command, and Clue Chronicles, as well as many pilot projects for Hasbro and other clients.

Jam & FX Minneapolis, MN  
**Computer Artist** July 1994 to Jan 1997  
Creating animations for the motion ride simulators, Mission:Lifeforce and Bottlenose SX1.

**Education:** Hennipien Technical College Eden Prairie, MN  
**Television Production** 1992

**Software::** Maya, Houdini, XSI, Lightwave, Photoshop, Nuke, Digital Fusion, After Effects