



Cristian Spagnuolo

VFX & CG Supervisor | Pipeline Consultant

20+ Years on the Floor, Now Building Better Pipelines.



ABOUT

Over twenty years in CG and VFX, across feature film, episodic, and high-end commercials at studios including DNEG, MPC, Mill Film, Pixomondo, and Framestore. Started as a 3D Generalist, moved into VFX & CG Supervision, and at peak managed global teams of close to two thousand artists worldwide.

For the last few years that experience has powered a pivot into pipeline and workflow consulting. I design and build production tools, develop ComfyUI workflows for hybrid AI/VFX pipelines, and hold active beta-tester relationships alongside technology partnerships with some of the major software and tools developers.

The combination of all this is the real value: a supervisor who can identify a bottleneck on the floor and architect the fix the same week, on top of a mentorship and content platform that reaches thousands of CG and VFX artists and has personally trained hundreds along the way.



CONTACTS

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EDUCATION

AUTODESK

- 3DSMax & Maya 2014 - Certified Professional
November 2013
- 3DSMax & Maya 2014 - Approved Instructor
November 2012

GNOMON SCHOOL - Los Angeles

- Digital Sculpting & Human Anatomy
March - June 2008

IED (European Institute of Design) - Milano

- Diploma in Virtual Design
2002-2005 (Graduated with Full Honours)



SKILLS

- SUPERVISION
- 3D GENERALIST KNOWLEDGE
- CLIENT COMMUNICATION
- DETAIL ORIENTED
- TEAM LEADERSHIP
- PROBLEM SOLVING
- PIPELINE DEVELOPMENT
- TOOL TESTING



LANGUAGE

- Italian - Native
- English - Advanced
- French - Basic



EXPERIENCE

Blackmamba3D / VFX & CG Supervisor - Pipeline Consultant (Self-Employed) Worldwide | Since 2023 - Present

- Designed and built PXLsuite, a production-grade VFX pipeline toolset
- Building ComfyUI workflows for hybrid AI/VFX pipelines
- Active beta-tester relationships and Technology partnerships with major companies
- Built and operate PXLmentor, a mentorship and content platform for VFX & CG professionals

Method & Madness / VFX & CG Supervisor Singapore | Sept 2023 - Dec 2025

- Designed and optimized part of the production pipeline, building new workflows to remove bottlenecks.
- Introduced custom tools and a QC system to keep quality consistent across deliveries.
- Supervised the team remotely across commercials and game cinematics.
- Provided technical guidance and mentored the team on current workflows and standards.

DNEG / CG Supervisor Montreal | September 2021 - July 2023

- Supervised teams to deliver high-quality VFX for movies and TV series.
- Implemented new workflows and tools to optimize production efficiency.
- Worked in close collaboration with DNEG 360 VP Department to enhance VFX <-> VP interoperability.

L'Atelier Animation / VFX & CG Supervisor Montreal | August 2020 - September 2021

- Supervised a team of CG artists, enhancing the production pipeline for animated series.
- Defined, together with the client, the creative direction of the show.

Mill Film / CG Supervisor Montreal | February 2019 - June 2020

- Oversaw CG production for major film projects, focusing on technical delivery and team coordination.
- Designed tools to enhance and speed up MM & RA process, up to 85%.
- Managed the development of marker-less facial tracking software to be integrated into the regular rigging proprietary system, to automate part of the facial animation tasks.



SOFTWARE

OS

- Linux
- Windows
- iOS

2D/Editing/Comp

- Adobe Suite
- Nuke
- RV
- PTGui

3D

- 3D Studio Max
- HDR Light Studio
- Houdini
- Mudbox
- Katana
- Maya
- Marvelous Designer
- Real Illusion Suite
- Rizom UV
- Substance Suite
- Topogun
- Unreal
- UVLayout
- Wrap 3D
- ZBrush

Render Engines

- Arnold
- Mental Ray/iRay
- Renderman
- VRay



PUBLICATIONS

8 ArtStation Tutorials for Film & TV Artists

ArtStation Magazine - August 2023

CG2Real - Unlock your full 3D skills potential

ArtStation - July 2022

Low-Cost Digital Double Creation Pipeline

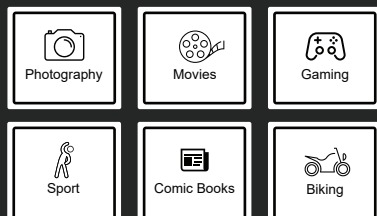
reddi.com - July 2014

Scanning 3D Models from Photos

digitaltutors.com - Mar 2013



INTERESTS



SOCIAL

youtube.com/@pxlmentor

https://discord.gg/Jka3SGdmRq

instagram.com/pxlmentor

tiktok.com/@pxlmentor

• MPC / CG Supervisor

Montreal | November 2017 - February 2019

- Managed the CG department on several high-profile projects, ensuring timely and quality delivery.

• MELS / CG Supervisor

Montreal | July - September 2017

• Digital District / CG Supervisor

Montreal | March 2016 - April 2017

• Pixomondo / Senior 3D Generalists - Lighting & Rendering TD

Shanghai | April - May 2012

• Framestore / Senior 3D Generalists - Lighting & Rendering TD

London | July - November 2011

...Additional roles available on LinkedIn or upon request...



RECOMMENDATIONS

Greg Butler - Senior VFX Supervisor & Academy Award Winner

"Cristian joined our X-Men: Dark Phoenix team as its 2nd CG Sup. He was new to the company as well as the project. He used his charm, wits and experience to find his feet and start contributing to his assigned sequences very quickly. It was a steep learning curve with a lot of pressure, but he handled it well. I enjoyed our collaboration and look forward to working together sometime."

Lauren McCallum - Vice President, VFX Ops @ Scanline VFX

"Cris is tenacious and out-spoken in pursuit of the best possible creative and technical outcome for his show. He advocates for his crew, works hard to create the best atmosphere and culture possible and is an active mentor in the VFX community. He's a great addition to any CG Supervision team."

Véronique Messier-Lauzon - Senior VFX Producer @ Scanline VFX

"I worked with Cristian on a few projects as Producer and Head of Production.

Cristian is the type of supervisor you want on your team because of his personality and his team spirit. I recall him working really well with our more junior talent while handling very complex CG problems. His attention to details and team player attitude were greatly appreciated.

I would recommend Cristian and would enjoy doing another movie (or more!) With him."

Joan Panis - Head of CG @ DNEG

"I worked with Cristian at Mill Film during a particularly difficult project.

During that time I found he had really great ideas to share and help with the work. He worked on some tools along with other TDs to help a few aspects on that project. He is happy to share and he even conducted master-classes with some departments.

After that he handled a smaller project really well, that even completed earlier than scheduled; I haven't seen that much in my VFX experience. It was really great to have him in the team."

Nikki Braine - Animation Supervisor @ Rodeo FX

"Cristian is a joy to work with and constantly strives for the most efficient and effective way of working. Always happy to help out with technical problems and is one of the best problem solvers around! He has a great spirit and constantly brings a good vibe to those around him. He is extremely level-headed and is always one step ahead of the plan! Followed him from Mill Film to L'Atelier because I trust him implicitly!"

...Additional recommendations available on LinkedIn or upon request...