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Passionate visual artist and creative leader looking to join a collaborative team creating cutting edge immersive experiences in games, AR or VR.

SENIOR VFX ARTIST – DESTINY 2® / CALL OF DUTY®

Games ❖ Animation ❖ VFX

Expansive Technical/Creative Skills Include

Proprietary Real-time Engine Experience • Artistic & Technical Leadership • Creative Direction
SideFX Houdini • Adobe Creative Suite • Product Management • Software Development • Certified ScrumMaster®

PROFESSIONAL EXPERIENCE

HIGH MOON STUDIOS / ACTIVISION, Carlsbad, CA

Founded in 2002, High Moon Studios is an award-winning studio that's developed for blockbuster franchises like Call of Duty and Destiny.

Senior VFX Artist

2017 – PRESENT

Working closely with designers and animators to design and author a wide variety of real-time FX for areas such as characters, environments and special events for Destiny 2® and Call of Duty®

- [Destiny 2: Forsaken](#) • [Call of Duty Black Ops 4: Zombies](#)

RAVEN SOFTWARE / ACTIVISION, Madison, WI

Market-leading and award-winning video game developer whose core has always been centered on visual excellence and exciting gameplay.

Senior VFX Artist

2015 – 2017

Working within a highly collaborative atmosphere in order to design and author a wide variety of real-time FX for areas such as weapons, characters, and environments for games within the Call of Duty® universe.

- [Call of Duty ONLINE](#) • [Call of Duty: Modern Warfare Remastered](#) • [Call of Duty: World War II](#)

DREAMWORKS ANIMATION, Glendale, CA

Renowned studio producing computer-generated (CG) animated feature films, television specials/series, and live entertainment properties.

Head of Creative Services – iGO

2013 – 2015

Working closely with DreamWorks Animation's CTO, played leadership role in the execution of multiple new initiatives leveraging DWA's artistry, processes, and technology. Focused on fostering culture of innovation and development of new, cutting-edge workflows, lead the creative team working across video games, VR, YouTube, location based entertainment and more.

- Assembled and supervised the creative team responsible for launching the DreamWorksTV YouTube channel using a brand new performance capture pipeline.
- Lead the creative team responsible for the engagement with major brands such as Nike and Burberry, utilizing DreamWorks Animation's new NOVA technology platform.

RUMBLEBOX STUDIOS, Los Angeles, CA

International collaborative team of designers, art directors, concept artists, and cg wizards helping clients bring ideas to life using cutting-edge tools.

Co-Founder, CG Artist

2014 – 2015

Partnered with long-time colleague to launch new creative design studio nurturing and leveraging talents of international CG artist team with focus on latest in digital art techniques.

- Collaborate with Creative Director to plan and execute CG media spanning concept art, digital sculpting, modeling, look development, lighting, compositing, editing, and music.
- Manage P&L and client relationships, establish processes and procedures, and conduct project management, team supervision, and hands-on CG artwork.

DREAMWORKS ANIMATION, Glendale, CA

Renowned studio producing computer-generated (CG) animated feature films, television specials/series, and live entertainment properties.

CG Supervisor

2010 – 2013

Managed lighting team of 4 to 10+ across multiple locations, leading them to finaling of shots while ensuring efficient use of resources. Bid, scheduled, and managed progress, collaborated with upstream artistic departments and technology teams, and partnered with DWA leadership to help manage performance/promote career growth of team.

Product Owner – TORCH

2011 – 2013

Partnering with Technology and Production to design DWA's next-generation lighting application, TORCH. Scope included setting vision, managing tool's release lifecycle, formulation/design of production workflows, and collaborating closely with UX design and engineering teams on short/long-term strategy. Reporting to Production Technology Executive, led team of 12 direct/50 indirect reports including Production Testers.

INDUSTRIAL LIGHT & MAGIC / LUCASFILM, San Francisco, CA

Academy-award winning, world-leading company setting standard for visual effects for over 30 years.

VFX Artist/Technical Director

2009 – 2010

Authored lighting and FX for expansive shots comprised of dozens of complex CG assets, leveraging ILM proprietary tools and third party tools such as Nuke and Houdini.

RISING SUN PICTURES, Adelaide, South Australia, Australia

Independent VFX company dedicated to creating inspirational visual effects for feature film, television and transmedia clients.

VFX Supervisor

2006 – 2009

Reporting directly to CEO and company directors and leading teams of 90+ VFX artists, ensured excellence in all aesthetic targets including concept design, look development, animation, lighting, FX, matte painting, and compositing. Managed client expectations and satisfaction; bid, scheduled, and resourced multiple shows; and established/managed vendor relations.

RHYTHM & HUES STUDIOS, Los Angeles, CA

International company developing visual effects for feature films.

Lighting Supervisor

2000 – 2006

Led team of 10+ direct/60+ indirect reports in execution of entire lighting pipeline with projects as large as 600+ shots, ranging from modeling, texturing, and look development to sequence and scene lighting through compositing. Reporting to VFX Supervisor and VFX Producer, conducted R&D and look development in pre-production, provided both technical and aesthetic direction, and developed applications, scripts, and plug-ins for production-specific needs.

PREVIOUS CAREER TRACK as Senior Software Engineer at Peoplescape/Angami (San Jose, CA), Software Engineer at Rhythm & Hues Studios (Los Angeles, CA), and Software Engineer at Dassault Systèmes of America (Burbank, CA) provides solid technical grounding.

EDUCATION

CALIFORNIA STATE UNIVERSITY NORTHRIDGE, Northridge, CA: **B.S. Computer Science**, Minor Mathematics

PROJECTS

Call of Duty Black Ops 4: Zombies (Senior VFX Artist 2018) • Destiny 2: Forsaken (Senior VFX Artist 2018) • Call of Duty World War II (Senior VFX Artist 2017) • Call of Duty Modern Warfare Remastered (Senior VFX Artist 2016) • Call of Duty ONLINE (Senior VFX Artist 2016) • DreamWorksTV – YouTube (Head of Creative Services 2015) • How To Train Your Dragon 2 (Principal Designer / Global Development 2014) • Puss In Boots (CG Supervisor 2011) • Megamind (CG Supervisor / Lead Lighter 2010) • How To Train Your Dragon DVD (Lighter 2010) • The Last Airbender (VFX Technical Director 2010) • Harry Potter and the Half-Blood Prince (VFX Supervisor 2009) • Terminator Salvation (VFX Supervisor 2009) • Superman Returns (CG Sequence Supervisor 2006) • X-Men2 (Sequence Supervisor 2003) • And more upon request...
