

CHRIS EBELING

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www.chrisebeling.com

An award-winning animator, creative director and educator, experienced in managing, directing, building and supervising teams across a diverse range of digital projects working with notable clients; Coca Cola, LEGO, Marvel, DC Comics. A leader and influencer, Chris has a natural creative approach towards innovative content, people management and strategic development building and establishing positive and efficient working cultures. Over a decade spent in the digital industry, Chris is industry proven, globally recognized and highly versed across all digital platforms, most recently visual development, and Gaming on Blockchain Technology.

EMPLOYMENT HISTORY

CREATIVE DIRECTOR | CO-FOUNDER at VIRTUALLY HUMAN STUDIOS – Sydney, Australia Present

- Oversea and manage creative outputs of VHS
- Recruiting, co-ordinating and managing creative teams
- Work closely with clients, directors, producers, interpreting briefs creatively and communicating them to the VHS team
- Review all work produced by artists, co-managing schedules, budgets and final output
- Focus mainly on the creative desires from our clients and making sure the overall production requirements and expectations are met and exceeded
- Strategic outreach forming new industry partnerships
- Stay on the forefront of emerging technologies, pushing innovation of research projects
- Direct, develop and creatively manage in house IP's, with focus on ZED.RUN

CREATIVE LEAD AT UTS ANIMAL LOGIC ACADEMY – Sydney, Australia

Nov, 2016 – Dec, 2019

- Executed the Academy's missions and creatives objectives leading a team of 28 students
- Built and established consistent industry workflow and culture of the studio
- Day to day leadership of studio practice
- Develop postgraduate course curriculum
- Mentor, lead and foster the creative communicative practice of the cohort
- Strategic outreach forming new industry partnerships
- Stay on the forefront of emerging technologies, pushing innovation of academy projects

Key Achievements:

- Served as Interim Head of Academy for 4 months while successfully delivering studio objectives
- 85% Graduate post academy employment success.
- Awards: SIGGRAPH SHOTGUN PIPELINE AWARD, AEAFF gold, The Rookies best VR experience
- Established collaborative relationships with UNITY and Microsoft
- Top tier feedback from graduates and industry (Avg 4.3 out of 5.0 student feedback)
- Keynote speaker: Cg Futures, AEAFF, Convergence, Siggraph ACM
- Worked hand in hand with the HOA in the the hiring of co-leads and academy staff

CREATIVE DIRECTOR AT PIC4 - Sydney, Australia

Jan, 2015 - Dec, 2017

- Co – directed Pic4 projects
- Managed and built artistic teams throughout productions
- Worked with clients, solidified their vision and ensured standards were delivered
- Instrumental in the studios strategic planning
- Managed bids, schedules and budgets for all projects

- Utilized network to head hunt and recruit artists
- Designed and pitched BCS own in-house intellectual properties

Key Achievements:

- Awards: Best VFX, Berlin Film Festival, AEAFF Gold, AEAFF Silver
- Successfully won bids, defined P&L, delivered projects to time and budget
- Established, built and managed strong artistic and technical team
- Successfully navigated studio into emerging technological practice and medical sector

LEAD ANIMATOR AT ILOURA - Sydney, Australia

Aug, 2016 - Nov, 2016

- Lead the animation team across multiple projects (Dishnored 2, Lemony Snicket, John Wick 2)
- Instrumental in development of efficient animation pipeline
- Co-managed weekly meetings with department leads to ensure the best approach for projects
- Managed, mentored and trained Junior artists
- Assisted in bidding and proof of concepts for future projects (Spiderman, Jumanji)

Key Achievements:

- Successfully oversaw multiple projects to completion delivering to schedule and on budget.
- Instrumental in building new animation pipeline in liaisons with technical pipeline team.
- Successfully lead and managed junior artists to reach high level production quality.
- Won numerous bids for clients such as Marvel.

Lead Animator at PLAYWOOD GAMES – "WARTILE" -Copenhagen, Denmark

Nov, 2015 - March, 2016

- Lead and manage a team of animators
- Explore and create unique engaging in-game animations while ensuring consistency across all game animations
- Managed weekly meetings with director to ensure targets were met.

Key Achievements:

- Successfully managed and lead team of artists globally
- Delivered project goals on time and on budget
- Trained and mentored junior artists

Animation Director and Director at TAPPR - Sydney, Australia

Feb, 2014 - Jan, 2015

- Creatively directed and developed the story on "SUMOBOY"
- Directed and supervised the 2-min animated teaser trailer
- Managed a team of cg artists locally and globally
- Developed strategy and pitches for trans media approach

Key Achievements:

- Helped develop crucial budget that balanced high quality vs low end cost
- Successfully delivered project to time and budget.
- Established connections with DreamWorks, BlueSky and Disney to further develop our IP to feature film
- Successfully managed and lead team of global artists to deliver the project on time

OTHER ROLES

Jan, 2008 - Aug, 2016

Senior Character Animator at ANIMAL LOGIC - "THE LEGO BATMAN MOVIE"

July, 2015 - Aug, 2016

- Worked collaboratively with animation team and director to ideate key animation style
- Delivered high-end feature film animation on time and on budget
- Lead Previz on a pivotal fight sequence, pitching new direction for key sequence, ultimately enticing the director to new approach
- Lead Animation, writing and directing a 45 second marketing animation for key event Comicon.
- "THE LEGO NINJAGO MOVIE" - Sequence Previz Lead for "beach invasion scene" for client proof of concept

Senior Character Animator at ILOURA - "GODS OF EGYPT" Sydney - Australia

Jan, 2015 - July, 2015

- Worked collaboratively with animation team and director to ideate key animation style and performance
- Delivered high-end feature film animation on time and on budget
- Sequence Lead on key "Bridge" sequence. Tasked with layout, previz and final animation of a pivotal 20+ shot sequence
- Layout sequence lead on key "Armory" sequence. Assuring the camera moves and cuts flowed seamlessly across the 15+ shot sequence, also providing blocking animation as well as final animation on selected shots
- Leading and mentoring young animation artists

Senior Animator and Previsualization Artist at VARIOUS - Sydney, Australia

Nov, 2013 - Jan, 2015

ALTVFX, PLASTIC WAX, STUDIO BLACKBIRD, MIGHTY NICE, DIGITAL PULSE, OUTFIT7, BACONX

- Notable Clients; Coca Cola, McDonalds, Pepsi, Cadbury, DC Comics
- Lead Previz managing a team of artists on Cadbury TV Commercial
- Successfully delivered projects to time and budget.
- Provided strong leadership and consistent reliable output, resulting in more work

Character Animator at ANIMAL LOGIC - "THE LEGO MOVIE" Sydney, Australia

Jan, 2012 - Nov, 2013

- Worked collaboratively with animation team and director to ideate key animation style
- Deliver high-end feature film animation on time and on budget
- Lead Previz on key sequence "Shaq – Catapult"
- Designed and modeled final catapult used in the movie using LDD (Lego Digital Designer)
- Team Awards: BAFTA for Best Animated Film, AACTA for Best Animation, Critics' Choice Award for Best Animated Film, New York Critics Circle Award for Best Animated Film

Character Animator at AMBIENCE - "THE ADVENTURES OF FIGARO PHO" Sydney, Australia

Sep, 2011 - Nov, 2012

- Worked collaboratively with animation team and director to ideate key animation style
- Delivered high-end episodic TV animation on time and on budget
- Lead layout, setting up technical and story driving cameras for 5 episodes
- Trained and mentored layout team
- Rig testing and pipeline development, working closely with CG supervisor to create best studio practices and workflows

Motion Edit Animator at DR D STUDIOS - "HAPPY FEET 2" Sydney, Australia

Oct, 2010 - Sep, 2011

- Motion edited captured performance, cleaned up and pushed performance data for more appeal
- Key framing performances from scratch as direction changed and/or performance couldn't be captured perfectly
- Work collaboratively with animation team and director to ideate key animation style
- Deliver high-end feature film animation on time and on budget
- Trained and mentored new members of the Motion edit team

Character Animator at ANIMAL LOGIC - "GUARDIANS of GAHOOLE" Sydney, Australia Nov, 2009 - Oct, 2010

- Starting as Animation TD, quickly recognized and selected for animation team to work on production shots
- In own time, helped develop and work on Animal Logics own in house Animated Short "A primitive World"
- Recognized early as a team player and collaborator resulting in swift rise in the animation ranks
- Team Award: AACTA Award for Best Visual Effects or Animation

VFX Trainee at ANIMAL LOGIC - Sydney, Australia Jan, 2008 - Oct, 2009

- Roto and Comp Training resulted in artist position on the feature film "Knowing" followed by more work on various projects in Animal Logics TVC department
- Recognized early as team player and collaborator resulting in my extension into other departments of the company

TEACHING, LECTURING, PUBLIC SPEAKING.

Design Centre Enmore - Sydney, Australia April, 2013 - Dec, 2015

- Teaching and mentoring bachelor students specializing in animation.
- Created new course structure and curriculum with focus on industry needs. To simulate the professional environment and practices of a VFX and Animation Artist and best prepare students.
- Instrumental in creating and delivering the TVET Program, Introducing High school Students to VFX and Filmmaking.

Sydney ACM Siggraph - Sydney - Australia

- Frequent guest speaker sharing professional experiences, Master classes, tips and tricks and inspirational talks with local professionals and aspiring artists.

TAFE AMBASSADOR - Sydney - Australia

- CreatIT Chris Ebeling Industry scholarship Award presented at the yearly TAFE Student Excellence Awards.

UNITY Global educational Advisory Board

- Provide guidance and feedback on strategic decisions to fulfil UNITY education's vision

KEYNOTE SPEAKER

- CG Futures (2019)
- AEAF (2019)
- UNITE (2019)
- REMIX (2019)
- Convergence (2018, 2019)
- TAFE Creative Connections (2017)

More here: <https://www.chrisebeling.com/news>

EDUCATION

Master by Research: UTS – Faculty of Transdisciplinary Innovation.

March, 2019 – on hold

- Master by Research (MRes), part-time, at the University of Technology, Sydney. “Interactive Storytelling in Mixed Reality”

Certificate IV in Training and Assessment

- TAE10 2013

Pixar Animation Workshop

- 2 day extensive animation workshop with Pixar animator Andrew Gordon

Certificate IV in 3D Animation

- Graduated with high distinction in 2007
- Student short film “Le Straw Final” nominated at FUNNY BONE Film Festival, 2007 Sydney.

EXTRA-CURRICULAR ACTIVITIES

Founder and Manager, Deuce Sevens Basketball Clinics Sydney, Australia

Jan, 2016 - Dec, 2017

- A non-for-profit organization focused on giving back to local underprivileged youth through Sports training, mentoring and inspirational leadership.
- Successfully ran 10 coaching/mentoring Clinique’s in 2016.
- Key industry outreach with Father Riley’s Youth of the Streets, in 2016. Connecting, inspiring, and engaging with underprivileged youth in Sydney’s Western suburbs.
- Successfully managed and ran operations for 24 months with no net loss.

Basketball Coach

2016

Jan, 2016 - Dec,

Coach Glebe Basketball youths ages 5–12

Soccer Coach

2020/21

2020 - present,

Coach Umina Eagles Soccer Youth Teams ages 5–12

ADDITIONAL SKILLS

- Fluent in English and Danish and understanding of German and Swedish
- Comfortable across all operating systems; Windows, Mac, Linux
- Software’s; Maya, 3dsMax, XSI, Motion builder, Nuance, Adobe Suite, Zbrush. Unity, Shotgun Studio, OpenPipeline, Office, Excel, PowerPoint
- Excellent organizational skills
- Excellent communicator
- Excellent leadership skills
- Influential and passionate speaker

REFERENCES

- **ZOE DIAMOND** Former Head of Academy, UTS Animal Logic Academy
- **ROB COLEMAN** Head of Animation, Animal Logic
- **ROB SALHA** Chief Operations Office and Co-Foudner, Virtually Human Studios
- **OLIVER MORTON EVANS** Head of Studio / Producer, Pic4w
- **MAGALI RIGAUDIAS** Animation Lead/Supervisor, Iloura