

# CHRIS EBELING

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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, Budweiser, Marvel, DC Comics and more. 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 and successful products. With almost two decades spent in the digital industry, Chris is industry proven, globally recognized and highly versed across all digital platforms, most recently visual development, Real Time processes, artificial intelligence and Blockchain Technology.

## EMPLOYMENT HISTORY

**DIRECTOR at BEYOND HORIZONS ApS – Copenhagen, Denmark** Present

- Consultation and thought leadership focussed on emerging trends and technologies in the digital sector.
- Specialized in Real Time, A.I, Web 3.0, Metaverse and digital entertainment.
- Focussed on Industry and Education

**CHIEF CREATIVE OFFICE at BEHAVIOL Pty Ltd – Sydney, Australia** Present

- Oversee and manage creative outputs of BEHAVIOL
- Crafting and executing business strategies alongside the c-level team.
- Positioning META11 Fantasy as a re-imagined and engaging digital sports experience.
- Implementing AI-driven features never seen before.
- Developing engaging storytelling and character backstories for the META11 world.
- Creating a unique sports gaming platform with high user retention and player incentives
- Pioneering new concepts in fantasy sports gaming, making it free, easy-to-use, and fun.

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

- Oversea and manage creative outputs of VHS
- Recruiting, coordinating 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
- 90% 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 (Dishonored 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 a new animation pipeline in liaisons with the technical pipeline team.
- Successfully led 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 the 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 CREATIVE 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 the 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

**DIGITAL ARTIST at VARIOUS - Sydney, Australia** 2008 - 2016

- Worked in various creative roles spanning animation, animation direction, creative direction, and motion editing at prominent companies.
- Collaborated on notable projects for clients including Marvel, Coca-Cola, McDonald's, Pepsi, Cadbury, and DC Comics.
- Led and managed teams of artists at companies like Animal Logic, Iloura, and various freelancing roles, ensuring project goals were met on time and within budget.
- Contributed to feature film animations, including "The Lego Movie" at Animal Logic and "The Lego Batman Movie" at Animal Logic.
- Developed in-house animated shorts and established connections with major studios like DreamWorks, BlueSky, and Disney at Tappr.
- Demonstrated leadership, mentoring, and collaborative skills across diverse roles in the animation and visual effects industry.
- Managed a team of cg artists locally and globally
- Developed strategy and pitches for trans media approach

## TEACHING, LECTURING, PUBLIC SPEAKING.

### **Design Center Enmore - Sydney, Australia**

April, 2013 - Dec, 2015

- Teaching and mentoring bachelor students specializing in animation.
- Created a 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 fulfill UNITY education's vision

### **THE ANIMATION WORKSHOP Education Advisory Board - 2022**

- Provide guidance and feedback on strategic decisions to improve TAW Bachelor Education.

## KEYNOTE SPEAKER

- Web Summit Lisbon (2023)
- Transact Atlanta (2023)
- NFT LA (2023)
- NFT London (2022)
- Viborg Animation Festival (2022)
- Transact Keynote Florida (2022)
- South Summit Madrid (2022)
- FMX (2022)
- Siggraph Asia (2022)
- 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 Director, 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 -2021 - Dec,

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, Unreal, Shotgun Studio, OpenPipeline, Office, Excel, PowerPoint
- Excellent organizational skills
- Excellent communicator
- Excellent leadership skills
- Influential and passionate speaker

## REFERENCES (upon request)

- **ZOE DIAMOND** Former Head of Academy, UTS Animal Logic Academy
- **ROB COLEMAN** Head of Animation, Animal Logic
- **ROB SALHA** Co-Founder, Virtually Human Studios
- **OLIVER MORTON EVANS** Head of Studio / Producer, Pic4
- **MAGALI RIGAUDIAS** Animation Lead/Supervisor, Iloura