

# Beau Janzen

## CG Supervisor, Educator

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Demo reel and link to IMDb page can be found at [beaujanzenvfx.com](http://beaujanzenvfx.com)

### Work Experience:

- CoSA VFX** 2016 – present **CG Supervisor**  
Supervise CG production of episodic projects. Coordinating between one and five shows at a time. Serve as on-set supervisor. Work with producers on budgeting and coordinate staffing.
- Shade VFX** 2015 **CG Artist**  
Created CG for feature films and episodic projects. Emphasis on dynamic effects.
- Look Effects** 2011-2014 **CG Artist**  
Created CG for feature films and episodics. Helped design pipelines and pursue R&D
- Art Institute of California** 2003-2012 **Instructor**  
Designed curriculum and had the opportunity to teach in all upper level 3D classes including advanced rigging, advanced light/texture, character modeling, advanced dynamics, and advanced compositing. Also designed curriculum and taught math classes. Co-taught final portfolio class and green lit students for graduation.
- Technische Universität Berlin** 2002-2003 **Guest Researcher**  
Collaborated with the Special Research Projects in Differential Geometry & Quantum Physics. Co-wrote, designed, and animated award-winning film on discrete geometry.
- Frank Vitz Productions** 2001-2002 **Lead 3D Artist**  
Co-designed and created graphics for WGBH series on PBS "Evolution"
- Kleiser-Walczak Construction Co.** 1994-2001 **CG Supervisor**  
Supervised production of CG production for feature films. Designed production pipelines, coordinated with producers for budgets and staffing, and served as on-set supervisor.
- Kentucky Educational Television** 1991-1994 **Instructional Gfx Designer**  
Collaborated with instructors to offer six hours of daily interactive live broadcast classes nationwide for advanced math, science, and foreign language. Designed and animated all on-screen animation.

## Education:

MS in Instructional Systems Design      1994      University of Kentucky  
Emphasis in Cognitive Ergonomics

BS in Graphic Design      1991      Ball State University  
Minor in Educational Psychology  
Honors College

## Publications:

Mastering Autodesk Maya 2012, Autodesk Official Training Guide, contributing author  
Wiley Publishing 2011

Bilder der Mathematik, contributor  
Spektrum Heidelberg, 2009

MESH: A Journey Through Discrete Geometry, author  
Springer Verlag, 2006

Visualization and Mathematics III, contributing author  
Springer Verlag, 2003

## Awards/Honors:

Emmy 2017, Best Visual effects "Westworld", CG Supervisor  
Emmy 2017, Best Supporting Visual Effects "Gotham", CG Supervisor  
Emmy Nomination, 2012, "Bones"  
VES Nomination, 2012, "Bones"  
"Best Educational Film" MathFilm 2008, Germany  
"Best Experimental Film" Scinema, 2006  
"Best Scientific Visualization", Red Stick Animation Festival, 2006  
"Best Animation", New York International Film and Video Festival, 2005  
"Best Scientific Video", "Pixar Award" nominee, Eurographics, 2005, Ireland  
"Best Training Video", Digital Media Festival, 2005  
"Best Educational Film", Australian Effects and Animation Festival, 1997  
"Best Visualization", Imagina Prix-Pixel INA, 1997, Monaco  
"Best Visualization", NICOGRAPH, 1997, Japan  
"Gold Award", London Effects and Animation Festival, 1996  
SIGGRAPH Electronic Theater, 1993, 1994 for independent projects

**References available upon request**