

# Brad J Hayes

VFX Supe / 3D Generalist /  
Lighter /Layout / Pre-viz



## Contact information

(310) 748-6035

Brad@bradjhayes.com

## Skills

### 3D:

- Lighting
- Layout
- Rendering
- Modeling
- Texturing

### Software:

- Maya
- Modo
- Houdini
- Blender

### Comp:

- Nuke
- After Effects

### 2D:

- Photoshop
- Substance
- 3D Coat

### On-Set:

- Lighting
- HDRI
- Green screen

## Reel

[Bradjhayes.com/videos](http://Bradjhayes.com/videos)

## Major Credits:

- CG Lead, **Stranger Things 4** Netflix, The Resistance
- Modeling Supervisor, **The Grey Man** Netflix, ScanlineVFX
- Sr. Lighter, **Mandalorian**, **StarTrek: Picard**, **For All Mankind** Pixomondo
- VFX Supe, TV Pilot **Babylon Fields** 20th Century Fox / NBC
- Previs Supervisor, feature film **Olympus Has Fallen** Pixomondo
- Senior Artist, feature film **Amazing Spiderman** Pixomondo
- Senior Artist, feature film **Spy Kids II** Computer Cafe
- CG Supervisor **Star Trek: Voyager**, Seasons five and six, Digital Muse

## General Experience:

- Over 25 years supervising digital visual effects for film and television
- Over 28 years as a digital 3D artist, over 6 years as comp 2D artist
- Over 32 years of production experience, including producing, directing, art direction, technical supervision, camera op, and lighting
- Over 50 commercials and campaigns at Digital Domain alone

## Work History:

- 2023 Mathematic, On-Set Supe, Meta Instagram
- 2023 Mathematic, On-Set Supe, Illinois State Lottery
- 2022 The Resistance, CG Lead, **Stranger Things 4** Netflix
- 2021-2022 Scanline, Modeling Supervisor **The Grey Man** Netflix
- 2021 Method CG generalist Various Commercials
- 2019 Pixomondo Lighting **For All Man Kind** Apple TV+
- 2019 Pixomondo Lighting **Star Trek: Picard** Paramount
- 2019 Pixomondo Lighting **Mandalorian** Disney+
- 2018 Encore Hard Surface Modeling Supe
- **Doom Patrol**, **Green Arrow**, **Flash...** DC Comics
- 2017 Aspect CG Supe **Game Night** Warner Bros.
- 2016 Timber CG Supe **Balls** Verizon
- 2016 Timber CG Supe **Nikki**, **Snap Chat** Verizon
- 2016 Flavor CG Supe **Raptor** Ford
- 2016 Drive CG Supe **Escape** Ford
- 2016 Drive CG Supe **Lana Del Rey**
- 2015 CoSA CG Supe **Gotham** Fox
- 2014 Origin CG Supe / VFX Supe **Sleepy Hollow** Fox
- 2014 20th Century Fox VFX Supe **Babylon Fields** Fox
- 2012-2013 Pixomondo Lighting **Amazing Spiderman** Sony Pictures
- 2012-2013 Previs Supervisor **Olympus Has Fallen** Millennium Films
- 2002-2009 Digital Domain **Commercials**

## Education:

Associate's Degree, TV Production, and TV Engineering  
Pasadena City Collage, 1991

# Brad J Hayes

VFX Supe / 3D Generalist /  
Lighter /Layout / Pre-viz



## Contact information

(310) 748-6035

Brad@bradjhayes.com

## BRAD J HAYES: Introduction

I am a VFX supervisor, a digital artist, photographer, producer / director, and sometimes a straight-up Illusionist. After studying filmmaking and television production in college, I began my career in visual effects and digital film production in 1995. Since then I have worked at some of the most prestigious studios in Hollywood, including Rhythm and Hues (1999-2002) and Digital Domain (2002-2009), as well as many amazing smaller shops and boutiques along the way. My experience spans feature films, episodic television, and commercials... many, many commercials. During my time at Digital Domain alone, I worked on and supervised over 50 commercials, campaigns, and projects.

In the years leading up to the lockdown of 2020, I worked mostly in episodic TV, including many of the DC Universe shows, For All Mankind, The Mandalorian, Star Trek: Picard, and most recently The Nevers and season 4 of Stranger Things.

Since moving to Chicago in 2022, I have reimagined my role and have been working primarily as an on-set supervisor while still occasionally taking remote work on commercials from companies like Apple and Meta.

Whether I'm simply pulling all the elements together in layout, designing the look of a critical sequence, leading an international team or creating a thingamajig... I use my extensive experience and dedication in every project I approach.

My goal, as a supervisor or as an artist, is to make it look effortless, keep my team focused and happy, and always, always exceed your expectations.

## Reel

[Bradjhayes.com/videos](https://bradjhayes.com/videos)