

# András Turcsán

## Senior CG/VFX Supervisor

[andrasturcsan.com](http://andrasturcsan.com)   [andras.turcsan.work@gmail.com](mailto:andras.turcsan.work@gmail.com)   [linkedin.com/in/andrasturcsan](https://linkedin.com/in/andrasturcsan)   Ottestad, Norway · Remote

Houdini-based full-pipeline commercial delivery, backed by 20+ years supporting directors and creatives — Norway / Remote. I take a clear brief and own it end-to-end: simulation, environments, scene assembly, lighting and compositing, delivered with continuous previews so nothing breaks at the end. Comfortable owning full projects, individual shots or sequences, or providing supervisor-level support on existing productions.

### EXPERIENCE

#### Senior CG/VFX Supervisor Feb 2025 – Present

##### Self-employed · Norway / Remote

Remote CG/VFX supervision and full-pipeline delivery for commercial production. Working with directors, creatives and small-to-mid-size studios on Houdini-based shots, sequences and end-to-end commercial projects.

- Full project ownership — from initial brief to final delivery
- Individual shots, sequences, or asset and scene work
- Supervisor-level support on existing productions
- Pipeline: Houdini, Nuke, USD/Solaris, with project-appropriate renderers (V-Ray, Arnold, Karma, Redshift)

#### Director of 3D Visuals and Visual Effects Aug 2024 – Jan 2025

##### Hypershade studio (Contract) · Ottestad, Norway · On-site

3D/VFX work for design and furniture brand projects. Product visualization and scene assembly for commercial and brand-content delivery.

#### Senior CG/VFX Generalist Apr 2014 – Sep 2024

##### Freelance · Remote (Hungary → Scandinavia)

Freelance CG/VFX work for commercial production — agencies and direct clients, primarily across Hungary and gradually expanding into Scandinavia. End-to-end project delivery: animatic, scene assembly, simulation, lighting, rendering and compositing. Houdini-based pipeline, supported by Nuke and project-appropriate renderers.

**Head of 3D/VFX** — Umbrella Kreatív Műhely Kft., Budapest · Aug 2007 – Mar 2014. Production of commercial films, short films and feature films; client consultation, workflow development and full VFX pipeline ownership; mentoring new hires.

**3D Generalist, VFX Artist** — Freelance, Budapest · Apr 2002 – Aug 2007. Commercial production, client consultation, full 3D/2D pipeline including animation and visual effects.

**3D Generalist** — Change the Script Ltd., Amsterdam · Jan 2000 – Apr 2002. Commercial and short-film production: modeling, texturing, rendering, animation, visual effects and compositing.

**3D Generalist** — Post Edison Computer Graphics Kft., Budapest · Jan 1998 – Jan 2000. Commercial production, client consultation, modeling, animation, visual effects and compositing.

### SKILLS

**3D & Simulation:** Houdini (Pyro, RBD, Vellum/CFX), Maya, 3ds Max

**Compositing & Finishing:** Nuke, After Effects

**Tracking & Lookdev support:** 3DEqualizer, Rhino 3D, HDR Light Studio

**Rendering:** Karma, Redshift, Arnold, V-Ray

**Pipeline & Scripting:** USD/Solaris, Python, VEX, TOPs / LOPs / COPs

**Design tools:** Photoshop, Adobe Substance 3D Painter

### LANGUAGES

Hungarian — Native

English — Fluent

Norwegian — Basic

### EDUCATION

Gábor Dénes College

Budapest, Hungary · 1993 – 1996