NELSON SOUSA

Global Model and Asset Supervisor | Model Department Supervisor — CG Feature Animation & VFX

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Demo Reel: https://vimeo.com/1212229656

PROFESSIONAL SUMMARY

Global modeling and asset leader with 20+ years of experience directing modeling craft, developing talent, and building high-performing teams across CG feature animation, episodic, and visual effects productions. Extensive experience leading international departments, establishing global modeling standards, evolving production workflows, and driving artistic and technical excellence.

Proven ability to build and lead global modeling teams, hire and develop talent, make promotion decisions, identify future department leaders, and mentor Model Supervisors, Lead Modelers, and artists at all career levels. Combining deep artistic and technical expertise with strategic leadership and production knowledge to strengthen modeling departments and deliver high-quality, production-ready character, creature, and environment assets.

Experienced translating creative vision into production-ready character, creature, and environment assets while partnering with Art Direction, Production, Pipeline, and other departments to improve workflows, maintain quality, and deliver consistently across multiple productions and studio locations.

CORE LEADERSHIP & CRAFT EXPERTISE

- Global Modeling Department Leadership
- Modeling Vision, Standards and Quality Control
- Character, Creature and Environment Modeling
- Artistic Direction and Craft Development
- Global Team Building and Resource Planning
- Hiring, Promotions and Succession Planning
- Mentorship of Supervisors, Leads and Artists
- Leadership Development and Career Progression
- Modeling Workflows and Pipeline Development
- Production Technology and Workflow Evaluation
- Cross-Department Collaboration
- Recruiting, Portfolio Assessment and Artist Development
- Bidding, Budgeting and Production Scheduling

Technical Skills: Maya, ZBrush, Mudbox, Blender, Mari, Houdini, Marvelous Designer, Confluence, Autodesk Flow

PROFESSIONAL EXPERIENCE

Asset Supervisor — Digital Domain, Vancouver, BC ***05/2024 – Present***

- Lead global modeling, texturing, rigging, groom, and look development teams, overseeing character and environment asset creation from concept through final approval.
- Serve as the creative liaison between VFX Supervisors, Production, and artists, translating creative direction and feedback into clear production objectives.
- Direct international vendor and co-production modeling workflows, establishing reference, scan-data, modeling, and asset-delivery standards across partner studios.
- Oversee show setup and asset-template health, collaborating with Production on staffing forecasts, resource planning, and bids for complex character and environment assets.
- Partner with Rigging, Pipeline, and Compositing Supervisors to establish topology and formatting standards that support downstream production requirements.
- Maintain artistic and technical quality across departments while balancing creative requirements, production schedules, and delivery expectations.

Head of Model Department — Digital Domain, Vancouver, BC ***11/2017 – 05/2024***

- Led character, creature, and environment modeling teams across North America and India, establishing modeling standards, sculpting workflows, and reviewing processes for feature and episodic productions.
- Defined and maintained departmental modeling quality expectations, ensuring artistic consistency and technical excellence across multiple productions and teams.
- Partnered with Art Directors and Supervisors to establish modeling approaches, silhouette, proportions, and visual consistency for hero and background assets.
- Mentored Model Supervisors, Lead Modelers, and Modelers at all career levels across Vancouver, Los Angeles, Montreal, and Hyderabad, providing craft guidance, leadership mentorship, and professional development.
- Led talent assessment and recruiting, made promotion decisions, and identified and developed future Modeling Leads and Supervisors to strengthen leadership capabilities and succession planning.
- Evaluated and helped implement modeling, sculpting, and asset-pipeline technologies in collaboration with Pipeline Engineering and executive leadership.
- Partnered with Production Management on bids, budgets, staffing, and resource allocation across multiple concurrent productions.
- Developed training curricula and initiatives to strengthen artist capabilities, support onboarding, and build modeling teams across international locations.

Earlier Experience

- **Lead Modeler, Digital Domain, Vancouver, BC (05/2016–11/2017) —** Modeled hero characters and digital environments for feature films. Partnered with production on bidding and delivery schedules; led and mentored the modeling team on assigned shows.
- **Lead Modeler, Scanline VFX, Vancouver, BC (05/2014–05/2016) —** Modeled hero creature and character assets; led modeling artists in delivering work aligned with creative vision and production requirements.
- **Lead Modeler, Sony Pictures Imageworks, Culver City, CA (02/2010–06/2013) —** Modeled and supervised photorealistic character and environment builds from concept art and director feedback, delivering animation-ready topology, clean UVs, and look-development-ready models.
- **Senior Modeler, Rhythm & Hues Studios, Los Angeles, CA (10/2008–11/2009) —** Modeled hero characters and digital environments for feature films; supported lighting and compositing workflows using proprietary tools.
- **Senior Modeler, Animal Logic, Sydney, Australia (09/2007–09/2008) —** Sculpted digital maquettes and led the modeling team through production milestones on an animated feature.
- **Modeler, The Orphanage, San Francisco, CA (12/2003–09/2004) —** Modeled digital environments, creature models, and hard-surface assets from concept artwork.

SELECTED PRODUCTION CREDITS

Feature Animation: Legend of the Guardians: The Owls of Ga'Hoole, Cloudy with a Chance of Meatballs 2

Episodic & Streaming: It: Welcome to Derry, Echo, Secret Invasion, Stranger Things, Lost in Space, WandaVision, The Twilight Zone

Feature Film (VFX): Avengers: Doomsday, Digger, Supergirl, Thunderbolts, The Electric State, Captain America: Brave New World, Creation of the Gods 2: Demon Force, Terminator: Dark Fate, Avengers: Endgame, Shazam!, Avengers: Infinity War, Thor: Ragnarok, King Arthur: Legend of the Sword, The Fate of the Furious, Furious 7, Edge of Tomorrow, Oz the Great and Powerful, Men in Black 3, Alvin and the Chipmunks: The Squeakquel, Sin City, The Day After Tomorrow

EDUCATION

Bachelor of Fine Arts (B.F.A.), Medical Illustration — Rochester Institute of Technology, Rochester, NY