

MO ASNAEI

CINEMATIC CG / VFX SUPERVISOR | PRODUCTION LEADERSHIP & TECHNICAL WORKFLOWS

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PROFESSIONAL SUMMARY

Cinematic CG and VFX production leader with 17+ years of experience spanning high-end commercial CGI, film VFX, broadcast visual systems, compositing, art direction, look development, lighting, rendering, and multidisciplinary team supervision. Led teams of 3-10 artists across 20+ international campaigns and 27 recent project and deliverable credits for brands including G-SHOCK, CASIO, CITIZEN, Suzuki, Anest Iwata / Lexus GT Racing, Nippon Steel, Nubia, ISUZU, and UD Trucks. Combines final-image judgment with hands-on technical knowledge and production problem-solving, translating briefs and storyboards into clear shot language, reliable workflows, artist direction, and polished delivery. Now applying this experience to AAA cinematic and real-time production environments.

CORE EXPERTISE

CINEMATIC / VISUAL	CG / VFX TECHNICAL	SUPERVISION / PRODUCTION
Cinematic storytelling; shot and camera language; art direction; visual development; lighting direction; look development; materials; motion rhythm; senior compositing; final-image quality.	Houdini procedural workflows and FX; Cinema 4D; NukeX; rendering strategy; simulations; shading; compositing; troubleshooting; pipeline optimization; Unreal Engine familiarity.	CG/VFX supervision; teams of 3-10; artist reviews; task planning; cross-department communication; client and director feedback; render prioritization; production risk; quality control; delivery.

PROFESSIONAL EXPERIENCE

CG Supervisor & CG Technical Lead | Marumedia | Tokyo, Japan / Remote | 2023-Present

- Lead CG supervision and technical execution across 27 recent project and deliverable credits spanning cinematic product films, key visuals, automotive work, industrial communication, character animation, and 2D/3D motion graphics.
- Supervise teams of 3-10 artists across animation, modeling support, look development, lighting, FX, rendering, compositing, and final delivery.
- Translate briefs, storyboards, director notes, and product identity into shot order, camera logic, visual rhythm, material and lighting direction, animation priorities, and production-ready CG plans.
- Guide technical workflows, troubleshoot rendering and compositing issues, structure artist tasks and reviews, and balance creative ambition with schedule, render resources, client revisions, and production risk.
- Selected credits: G-SHOCK GCWB5000 - 40th Anniversary U.S. Event Main Video; G-SHOCK GA01 Animation; Anest Iwata / Lexus GT Racing PR Film; Suzuki Motors N3; CITIZEN Series 8 890 Mechanical; Nippon Steel Engineering DX; Nubia Flip Phone 2; CASIO Edifice Carbon Edition.

Founder & Creative Director | D3Canvas Studio | Yerevan, Armenia / International | 2019-May 2025

- Founded and directed an independent CGI and animation studio delivering cinematic product visualization, brand films, commercial animation, VFX, and visual-development work for international clients.
- Led projects from concept and client discovery through art direction, staffing, production planning, look development, rendering workflow design, compositing, review management, and final delivery.
- Built project-specific workflows for distributed teams, identifying technical and creative risks early and defining practical execution paths.
- Served as VFX Supervisor on RaH (2024) and Barun Rai and the House on the Cliff (2021).

Render Supervisor, Art Director & Compositing Supervisor | Dreamfarm Studio | International | 2018-2019

- Supervised rendering, compositing, visual-quality control, and art direction for commercial and broadcast production.
- Resolved visual and technical bottlenecks across lighting, rendering, compositing, continuity, and final delivery.

Broadcast Motion Design, Art Direction & Visual Identity Leadership | National & International Broadcast Networks &

Grid3D DBA | Tehran, Iran | 2007-2019 | Contract and project-based

- Built an early career foundation in news packages, broadcast identities, program intros, title sequences, promos, transitions, and on-air graphics, delivering more than 10 hours of completed motion-design output.
- Senior Motion Designer and core design-team member across international broadcast networks; Art Director for a national broadcast network; Director and Producer of a complete broadcast visual-identity rebrand in 2015.

SELECTED CINEMATIC & SUPERVISION HIGHLIGHTS

G-SHOCK GCWB5000 - 40th Anniversary U.S. Event Main Video | CG Supervisor & CG Technical Lead: Defined cinematic shot flow, product emphasis, material and lighting standards, procedural effects, render quality, compositing, and final-event delivery.

G-SHOCK GA01 Animation | CG Supervisor & CG Technical Lead: Led character and product animation, visual development, cross-disciplinary reviews, technical coordination, and campaign consistency.

Anest Iwata / Lexus GT Racing PR Film | CG Supervisor & CG Technical Lead: Supervised automotive shot execution, vehicle animation, lighting, rendering, compositing, and final visual continuity.

CITIZEN Series 8 890 Mechanical | CG Supervisor & CG Technical Lead: Directed premium macro visualization, metal and glass materials, lighting, camera timing, product animation, rendering, and final polish.

Nippon Steel Engineering DX / Commercial Promotion | CG Supervisor & CG Technical Lead: Translated complex industrial processes and engineering concepts into clear, accurate, and cinematic CG communication.

RaH (2024) / Barun Rai and the House on the Cliff (2021) | VFX Supervisor: Supervised visual-effects execution, compositing direction, shot consistency, and integration within narrative film-production workflows.

ADDITIONAL RECENT CG SUPERVISION CREDITS

CASIO GBM-2100A - Key Visuals

CASIO GB-B500 - Production Video & Key Visuals

CASIO G-SHOCK GM700 - Product Promotion

CASIO G-SHOCK DW-5000R - PR Video

CASIO G-SHOCK 110D - Key Visual

CASIO ABL-100 - Key Visual

CASIO Edifice Carbon Edition - Commercial Promotion

CITIZEN GMT Edition - PR Video

CITIZEN GMT Blue - PR Video / 16:9 Deliverable

Nubia Flip Phone 2 - PR Video

Mitsui OSK (MOL) COP28 - Motion Graphics

Sojitz Tuna DX - Corporate / DX Communication

ISUZU & YAZAKI - 2D / 3D Motion Graphics

UD Trucks - 2D / 3D Motion Graphics

CURRENT PRODUCTION R&D

AI-Assisted OpenUSD Cinematic-to-Unreal Production Pipeline - Prototype in Development

Independent research exploring OpenUSD, Houdini Solaris, MaterialX, Unreal Engine, Python automation, asset validation, and an artist-facing AI assistance layer to reduce errors between creative intent, CG asset production, technical validation, and real-time implementation. This work is positioned as production-workflow research, not AI engineering.

TECHNICAL SKILLS

3D / Procedural / Real-Time: Cinema 4D, Houdini FX, Maya, Unreal Engine, Three.js

Compositing / Motion / Editing: NukeX, After Effects, Premiere Pro

Rendering / Materials: Redshift, Octane, Arnold, V-Ray, Substance 3D Painter, ZBrush

Production Methods: CG/VFX supervision, look development, lighting, shading, render planning, simulations, compositing strategy, pipeline troubleshooting, asset and shot review, quality control

Emerging Workflows: OpenUSD, Houdini Solaris, MaterialX, Python automation, ComfyUI, controlled AI-assisted visual development

EDUCATION & ADDITIONAL INFORMATION

- Professional Animation Direction & Supervision associate degree, University of Applied Science and Technology, Education Center of Culture and Arts, Unit 48, Tehran, 2013-2015.
- Languages: Persian - Native; English - Professional; Arabic - Conversational; Armenian - Basic Conversational.