

JAVIER SANZ

VFX Supervisor | CG Supervisor | Head of CG · Open to UK / EU / Remote

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PROFILE

Senior VFX / CG Supervisor with 25+ years in high-end animation, cinematics, episodic series, feature films and commercials. Proven leadership across full-CG and hybrid productions, including Unreal Engine pipelines and large-scale real-time shows. Extensive experience managing multi-disciplinary teams, building pipelines from scratch, client-facing supervision, bidding and scheduling, and delivering premium content for global studios, broadcasters and AAA game publishers. Strong creative eye combined with deep technical knowledge. Trusted partner to directors, producers and studio leadership. VES member.

CORE STRENGTHS

VFX Supervision · CG Supervision · Head of CG
Full-CG & Real-Time (Unreal Engine) Productions
Cinematics, Trailers, Episodic & Feature Animation
On-Set VFX Supervision
Pipeline Design & Build (with Dev / R&D)
Bidding, Budgeting & Scheduling
Team Leadership (Supervisors, Leads & Artists)
Client & Director Relations
Creative Problem Solving & Quality Control

TECHNICAL SKILLS

DCC & Engines: Maya, Houdini, Unreal Engine, Nuke
Renderers: Arnold, Redshift, V-Ray
Production & Tracking: ShotGrid / Flow, FTrack, Kitsu
General: Strong cross-department knowledge across FX, Lighting, Layout, Animation, Lookdev and Comp

PROFESSIONAL EXPERIENCE

VFX SUPERVISOR — WildChild Animation

Jan 2025 – Jan 2026

VFX Supervisor on an upcoming 52 x 11' animated TV series (undisclosed major IP) produced in Unreal Engine for BBC.

Established internal production structure, review methodology and Unreal Engine quality standards.
Collaborating closely with Pipeline and R&D teams to ensure scalable, efficient real-time workflows.
Responsible for budget, scope control, milestone delivery and payment alignment.
Interviewing and hiring department supervisors and leads.

CG SUPERVISOR (Freelance) — Giant Animation

Aug 2024 – Dec 2024

Supervised a teaser cinematic for a potential Netflix stylised animated series (undisclosed IP).
Oversaw visual direction, asset quality and overall production consistency.

VFX SUPERVISOR — Axis Studios

Apr 2023 – Jul 2024

VFX Supervisor on Secret Level: "Concord – Tale of the Implacable" (Blur Studio / Amazon Video).
Led cross-department teams, ensured creative alignment with director and client, and maintained high-end cinematic quality.

CG SUPERVISOR — Goodbye Kansas Studios

Aug 2022 – Apr 2023

CG Supervisor on Secret Level: "The Outer Worlds – The Company We Keep" (Blur Studio / Amazon Video).
Supervised Square Enix – Forspoken cinematic trailer.

CG SUPERVISOR — Axis Studios

Aug 2020 – Aug 2022

Lead CG Supervisor across multiple AAA cinematics, including:

Blizzard – Diablo II: Resurrected (28-minute cinematic)

Blizzard – Diablo Immortal trailer

BLOCKLORDS cinematic series (multiple releases)

CG SUPERVISOR — M2 Animation

Mar 2018 – May 2020

Supervised full-CG cinematics and commercials, including:

Warhammer 40,000 – New Edition Cinematic Trailer

Lego City: Spaced Out mini movie

Multiple LEGO campaigns (City, Avengers, Toy Story 4, Technic, Brickheadz, Batman, CNY China)

ON-SET VFX SUPERVISOR / LEAD CG ARTIST — Fin Design + Effects

Apr 2015 – Feb 2018

Led CG department at Shanghai studio: bidding, resourcing and scheduling.

On-set VFX Supervisor across international shoots (Bangkok, Mumbai, Beijing, Inner Mongolia, Madrid, Shanghai).

Worked with global brands including Adidas, Audi, BMW, L'Oréal, Cadillac, Pepsi, Nissan and Toyota.

Film credit: Operation Red Sea.

SENIOR / LEAD ROLES (Selected)

Senior CG Artist / FX Artist — MPC Shanghai (Sep 2013 – Jan 2015)

High-end international commercials for global brands

Senior Lighting Artist — MPC London (Aug 2013 – Sep 2013)

ITV4 / Toyota Auris ident

Senior FX Artist — Free Your Mind (Jan 2013 – Aug 2013)

Witching & Bitching (Goya Award – Best VFX, 2014)

Senior CG Generalist — El Ranchito (Oct 2012 – Dec 2012)

Senior CG Generalist — Molinare / Usert 38 (2011 – 2012)

EARLY CAREER

1999 – 2011

CG Generalist / Animator across film, TV, documentaries and commercials.

Clients include Canal+, Discovery Channel, Telefónica, Sony, Burger King, Vodafone and Heineken.

Multiple feature film credits and Goya-nominated productions.

EDUCATION

Bachelor of Fine Arts – Animation & Visual Effects

Academy of Art University, San Francisco (2001–2004)

Alias | Wavefront Maya Certification

C.E.S., Madrid (1999)

AFFILIATIONS

Visual Effects Society (VES)