



Damon Lavenski

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Professional Summary

Experienced Character FX Supervisor and 3D Artist with over a decade in animation and VFX. Skilled in cloth, hair, and rigging simulations, as well as technical problem-solving and pipeline optimization. Proven leadership, experience managing teams of up to 20 artists, training new talent, and ensuring high-quality delivery on major productions such as Detective Pikachu, Aquaman, Black Panther, and Avengers: Infinity War.

Experience

CFX Senior Artist

Mainframe Studios | 2025 – Present

- Created cloth, hair, and fur simulations for animated productions.
- Built custom scripts and tools to streamline team workflows.
- Helped onboard new artists by workflows and tools.

CFX Supervisor

ICON Creative Studio | 2021 – 2024

- Directed CFX and shot finaling teams (5-20 artists), ensuring delivery of high-quality assets on schedule.
- Developed and optimized tools/workflows, reducing shot turnaround time by 95%.
- Created and supervised CFX rigs for Disney+ productions (Young Jedi, Ariel, Icon's Rocket Club).
- Trained new recruits and mentored junior artists, raising overall team efficiency.

Layout Artist

Wind Sun Sky | 2019 – 2020

- Worked on the Invincible animated series, translating storyboards into 3D sequences.
- Ensured accurate translation of 3D compositions to 2D camera compositions.
- Created temporary models for layout sets and props; managed assets.

Technical Animator

MPC | 2018 – 2019

- Contributed to multiple projects, including Detective Pikachu and Aquaman.
- Simulated cloth and fur, performed character cleanup, and created corrective blend shapes.
- Set up CFX rigs.

Technical Animator

Method Studios | 2017 – 2018

- Worked on Black Panther and Avengers: Infinity War.
- Specialized in cloth and hair work.

Earlier Experience

I was also a Shot Finalist at Nitrogen Studios (Sausage Party), 3D Generalist at PsyOps Studios, Freelance 3D Generalist for various clients, and Teacher/Lecturer at School Creative. Full details available upon request.

Skills

- Character FX & Dynamics: Cloth, hair/fur (nCloth, Vellum, XGen, Ornatrrix)
- Modeling & Rigging: High-resolution sculpting, game character creation, CFX rigs
- Rendering & LookDev: Arnold, RenderMan, Solaris (basic), V-Ray
- Pipeline & Tools: USD workflows, Python, MEL, VEX (with AI-assisted scripting for tool development and workflow automation)
- Production: Agile team management, training & mentoring, cross-department communication

Education

Master of Digital Media (MDM) – Centre for Digital Media, Vancouver
Bachelor of Animation – Bezalel Academy of Arts and Design, Jerusalem