

Charlie Wilson

CG Generalist

[Showreel](#) [LinkedIn](#)

Contact

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About

Hardworking CG Generalist and video professional with an eye for composition and lighting. Technical skills around 3D software and computer programming. Experienced working in both smaller and large scale VFX studios.

Education & Awards

Escape Studios

BA (Hons) First Class, The Art of Visual Effects

Sep 2021 - May 2024

Siggraph Fast Forward Selection

Third Year Uni VFX project: D.A.N.S.

May 2024

International Gold Awards: Best Film

Third Year Uni VFX project: Outpatient

Feb 2024

Paul Franklin VFX Scholarship

@ Escape Studios

Sep 2021

Cornwall Film Festival: Best Screen Action in Best of the Best Category

Final college project: The Paranoid Android

Software

- Maya
- Houdini
- Nuke
- USD pipeline
- Blender
- Substance Painter
- 3D Equalizer
- Python
- Fusion
- DaVinci Resolve
- Shotgrid

Skills

- Lighting
- Environment design and layout
- Hard surface modelling
- PBR texturing and lookdev
- Tracking
- Eye for lighting and composition
- Communication
- Quick learner

Relevant Work Experience

Nineteen-Twenty

CG Generalist

March 2025 - Present

Responsible for lighting, modelling and texturing on various advertising and episodic projects.

Framestore

Environment TD

October 2024 - March 2025

Environment artist responsible for environment builds, lighting and shading on the "How to Train Your Dragon" live action remake.

The Flying Colour Company

3D Generalist (Freelance)

Jan - May 2024

Responsible for tracking, layout and lighting on large numbers of shots in BBC episodic, "Nightsleeper".

Framestore

Environment TD Intern

July - August 2023

Working as an environment artist on "Fly Me to the Moon". Also spent time completing a personal project within the Framestore pipeline.

Freelance

Videographer, Video Editor and VFX

2019 - Present

Working on various small scale projects with local musicians and video professionals. Examples can be seen [here](#).

Projects

D.A.N.S.

Director, DOP, 3D Generalist, Lighting Lead

Jan - May 2024

- Responsible for leading creative decisions
- Communicating with artists, producers and tutors to ensure that deadlines are met
- Tracking and layout on many shots
- Responsible for lighting all shots
- On set DOP and data acquisition

Outpatient

Director, 3D Generalist

Sep - Dec 2023

- Communicating with artists, producers and tutors to ensure that deadlines are met
- Full CG corridor environment
- Actor relighting in shot 2

Kleen Machine

Personal Project (Framestore Internship)

Jul - Aug 2023

- Full CG environment build
- Using the Framestore pipeline and conventions
- Responding to feedback from members of the team and my mentor

The Paranoid Android

Solo Project (Lockdown)

Apr - Jun 2021

- Responsible for all aspects
- Responding to tutor feedback