

Andy Tanguay Senior CG Technical Artist / GenAI Pipeline Architect

CG/VFX Generalist and Technical Artist with 30+ years of experience delivering visual content for feature film, broadcast, advertising, and live events.

For the past 2.5 years, focused on **generative AI** pipeline development — building and productionizing ComfyUI-based and agentic workflows in a professional production environment.

Comprehensive visual content skill set - design, modeling, texturing, rigging, 2D/3D animation, motion graphics, rendering, compositing, and editing.

Specializations include CG pipeline design, team leadership, Python scripting, tool creation, generative AI workflow development, and agentic AI implementation.

Current Show Reel <https://vimeo.com/356313688>

EXPERIENCE

CG Director/Technical Artist, Innovation & Emerging Tech – Dentsu America (2022 – Present)

- Architected a GenAI-based pipeline replacing traditional CGI product photography workflows — delivering thousands of production-quality assets without a dedicated VFX team, at a fraction of the time and cost.
- Developed experiences for clients utilizing emerging technologies such as VR, AR, and game platforms.
- Supported development and implementation of AI tools such as ComfyUI and agentic models within group.
- Developed data pipelines and custom tools for 3D artists.
- Delivered internal training sessions on ComfyUI installation and production workflows.
- Full-pipeline vehicle rendering and asset creation, VR/AR experience development, and motion graphics support for major clients.

Freelance CG/VFX Generalist and Motion Graphics Artist 1997 – 2022

End-to-end, full scale CG/VFX and motion graphics design and production for industries such as broadcast, interactive, live event, and feature film.

Notable Clients Include:

Warner Brothers Pictures	Adobe	Twentieth Century Fox
Universal Pictures	Sony	Dreamworks SKG
Audi of America	General Motors	Microsoft
Autodesk	Domino's	Ford
Nike	Walt Disney Co	Kraft Foods
Heineken	Lowe's	Discover

Senior Digital Artist – Quantum Signal AI (Saline, MI) 2019 – 2021

- Collaborated with Autonomous Vehicle research teams to supply 3D worlds for AV simulations to be run against.
- Developed methodologies for translating real-world locations into digital models.
- Collaborated with Ford engineers toward AV signaling research efforts.

CG Supervisor – Speedshape (Southfield, MI) 2010 – 2012

- Led teams through full CG/VFX production: Previz, Modeling, Texturing, Animation, Lighting, Compositing
- Feature film VFX breakdowns, cost estimation, and client-facing production planning
- Determined technical approaches to CG challenges and personally executed complex artistic and technical work

Computer Graphics Director – Enlighten (Ann Arbor, MI) 1997 – 2007

- Responsible for design and production of all computer generated content utilized in online and offline interactive projects.
- Created concepts and storyboards, produced computer generated content for clients such as Autodesk, Hunter-Douglas, and Audi of America.

Skills

Generative AI

ComfyUI. Stable Diffusion. LoRA training and fine-tuning. ControlNet. Agentic AI implementation. Python scripting.

3D/CG

Blender. Maya. 3DS Max. Cinema 4D. V-Ray. Arnold.

Compositing and Motion Graphics

Nuke. Adobe After Effects. DaVinci Resolve/Fusion

Pipeline & Technical

Pipeline design and implementation. Custom Tool Development, Python, Team leadership.

Specializations / Unique Skills

High dynamic range image (HDRI) gathering/usage
Stereoscopic and immersive animation - Dome and interleaved video
Background in traditional video production
Image based modeling
Storyboard ideation and creation
3D model data translation and optimization
Studio and location based photography

Instruction Experience

3D Foundations Instructor — **University of Colorado** (2017)
3D Animation Instructor — **College for Creative Studies** (1998–2000)
Guest Lecturer, Character Animation — **University of Michigan** (1999)

Contact Information

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[Show Reel](#)