

# Christophe Leyder

CG & VFX SUPERVISOR

AVAILABLE OCTOBER 2026 • UK & EU • BELGIAN, FULL EU/EEA RIGHT TO WORK

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## ABOUT



Self-taught since the age of 12, I've been immersed in 3D for over two decades, fifteen of them professional. I grew from generalist artist to on-set VFX supervisor without ever letting go of the tools: I still do look development and lighting myself, and I'm still the person who works out why the render is wrong. I'm as at home advising a director on camera setups for a VFX-heavy scene as I am inside the pipeline that has to deliver it. Belgian and South African dual citizen, currently based in Johannesburg with full EU/EEA right to work (no sponsorship required), and pursuing the UK Skilled Worker or Global Talent routes for UK roles.

I've supervised teams of 20+ artists on award-winning feature films, Netflix series, and international commercial campaigns. I've been on set guiding camera placement, tracking marker layout, HDRI capture, and lighting references, then carried that knowledge straight into post to deliver the final shots. From shipping one of the most graphically advanced mobile games of its time to delivering full-length feature animation, every production has brought unique problems that needed solving. I personally drive look development, lighting, and compositing for the majority of the work, while simultaneously developing custom tools, HDAs, and automation that multiply our team's output. South African productions run on a fraction of

international budgets, and that constraint is the best training there is: it taught me to plan early, cut work the camera will never see, and know exactly where the render hours should go.

TECHNICAL

# Skills & Tools

DCC & SOFTWARE

HOUDINI FX

NUKE

BLENDER

SUBSTANCE PAINTER

DAVINCI RESOLVE / FUSION

UNREAL ENGINE

UNITY

ADOBE SUITE

COMFYUI

MAYA

RENDERERS

ARNOLD

KARMA

CYCLES

REDSHIFT

RENDERMAN

MANTRA

PIPELINE & LANGUAGES

PYTHON

USD / SOLARIS

VEX

AYON / OPENPYPE

DEADLINE

MATERIALX

GIT

PYSIDE / QT

EXPERIENCE

# Career Timeline

2018 – PRESENT

## CG & VFX Supervisor

Luma Animation – Johannesburg, South Africa

On-set and post-production VFX supervision for Netflix series and feature films. Led 20+ artists on the animated feature Headspace (20+ countries), delivered 600+ VFX shots for SAFTA-winning Shaka iLembe, and served as principal VFX supervisor on Kings of Jo'burg S3 for Netflix. Building custom pipeline tools, HDAs, and automation to extend what the team can deliver within tight budgets.

2017 – 2018

## Lead Content Developer

New Leaf Technologies

Led content development for interactive instructional materials. Led R&D for VR, AR, and Unreal-based interactive experiences.

2011 - 2017

3D Generalist → CG Lead

Luma Animation

Grew from generalist to lead, owning all look development across the studio's output. Contributed VFX, lighting, and shading to the award-winning Ra.One (National Film Award, Filmfare Award for Best Special Effects) and delivered international commercial campaigns for Master Good, MTN, Kemps, and Cowbell.

2011 - 2013

Game Dev Artist

Luma Arcade — Luma Animation's Game Division

Unity game developer and 3D artist on Bladeslinger, which at launch was one of the most visually advanced mobile action games on iOS, pushing Unity's renderer well beyond what most mobile titles attempted at the time. Also contributed to Pure, an unreleased title developed for Google. Handled 3D art, level design, and C# gameplay scripting.

2010 - 2011

Lead Content Creator

Penmac

Graphic design, animation, and live multi-projection setups.

15+ Years

ON-SET & POST SUPERVISION

100+

PROJECTS DELIVERED

20+ Artists

LARGEST TEAM LED

SELECTED WORK

Credits

Changan South Africa

CG Supervisor & Director of Photography

2026

**Visit Qatar**

VFX Supervisor 2025

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**Kings of Jo'burg S3**

VFX & CG Supervisor 2024–2025

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**Master Good — Holidays**

CG Supervisor 2024

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**Castle Double Malt**

CG Supervisor 2023

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**Master Good — GenZ Chicken**

CG Supervisor 2023

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**Shaka iLembe S1 & S2**

CG Supervisor (S1), VFX & CG Supervisor (S2) 2022–2025

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**MTN Supersonic**

CG Supervisor 2021

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**Headspace**

CG Supervisor / Art Director / Lighting Lead 2020–2023

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**Every Dog Has Its Day**

CG Supervisor (Stop Motion Short) 2024

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**Dupixent**

CG Lead 2019

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**Of Kings and Prophets**

FX TD 2016

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**Cowbell Creamier**

CG Lead 2015

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**Kemps — It's the Cows!**

Texture & Lighting 2015

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**Dole Fruit Dippers**

|                                   |           |
|-----------------------------------|-----------|
| CG Lead                           | 2015      |
| <b>Ra.One</b>                     |           |
| VFX / Lighting / Shading          | 2011      |
| <b>Bladeslinger</b>               |           |
| Game Dev Artist (Unity)           | 2011-2013 |
| <b>Pure (Google — Unreleased)</b> |           |
| Game Dev Artist (Unity)           | 2011-2013 |

RECOGNITION

# Awards

**SAFTA**

BEST ACHIEVEMENT IN VISUAL EFFECTS

Shaka iLembe

**National Film Award**

BEST SPECIAL EFFECTS

Ra.One

**Filmfare Award**

BEST SPECIAL EFFECTS

Ra.One

**German Design Award**

EXCELLENT COMMUNICATION DESIGN

Master Good GenZ Chicken

**IIFA Awards**

BEST SPECIAL EFFECTS (VISUAL) – TECHNICAL EXCELLENCE

Ra.One

**NEIFF**

BEST ANIMATION

Headspace

**International Children's Film Festival**

BEST ANIMATION 2023

Headspace

Los Angeles Animation Festival

BEST INTERNATIONAL STOP MOTION 2025

Every Dog Has Its Day

Loerie Award

SOUTH AFRICA'S PREMIER CREATIVE AWARDS

OUTsurance Talking Wallets

FEATURED IN

Press & Coverage

THE PENINSULA QATAR • 2025

Visit Qatar unveils new dynamic campaign

EDGE PICTURE • 2025

Watch the new TVC for Visit Qatar

LUMA ANIMATION • 2024

Shaka iLembe wins SAFTA for Best Achievement in Visual Effects

MAIL & GUARDIAN • 2025

Power, blood and spirits: inside Kings of Jo'burg S3

NEWS24 • 2024

18 SAFTAs full winners list: Shaka iLembe crowned king with 13 wins

BIZCOMMUNITY • 2024

Shaka iLembe tops the 18th SAFTAs

SCREEN DAILY • 2022

SC Films International launches Headspace at Cartoon Movie

WRITING STUDIO • 2023

Headspace: A vibrant SA animated adventure

SAMDB • 2023

Luma's Headspace lands in cinemas September 2023

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JOHANNESBURG • EU & UK ON-SITE OR REMOTE

CITIZENSHIP: BELGIAN & SOUTH AFRICAN • EU/EEA RIGHT TO WORK, NO SPONSORSHIP NEEDED

UK: SKILLED WORKER / GLOBAL TALENT VISA ROUTES IN EVALUATION

LANGUAGES: ENGLISH • AFRIKAANS

AVAILABLE FROM OCTOBER 2026 • OPEN TO CONVERSATIONS EARLIER