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## SUMMARY OF QUALIFICATIONS

Senior Lighting & Look Development Artist with 14+ years of experience creating photoreal, production-ready visuals across product, automotive, VFX, and real-time workflows. Specialized in high-end lighting, shading, and material development for commercial and cinematic content, with experience delivering work for global brands and feature film projects.

Extensive experience developing lighting setups, shading workflows, and look development for complex scenes and hero assets, ensuring consistency and quality across production pipelines.

Strong understanding of both offline and real-time rendering workflows, with experience in Maya, V-Ray, and Unreal Engine. Combines artistic vision with technical problem-solving to achieve scalable, high-quality results across a wide range of visual applications.

## TECHNICAL SKILLS

### **Rendering & Look Development**

Lighting, Shading, Material Development, Real-Time Rendering, Cinematic Workflows

### **Asset & Scene Optimization**

Scene optimization, geometry cleanup, and environment setup for high-quality rendering

### **Tools & Pipelines**

Autodesk Maya, Unreal Engine 5, 3ds Max, ZBrush, Substance Designer, V-Ray, Arnold, Redshift.

## EDUCATION

**The Art Institute of California Los Angeles.** 2002 - 2005 Santa Monica. CA  
Bachelor of Science: Media Arts and Animation

### **Gnomon School of Visual Effects**

-Character Creation for Games.  
-Digital Sculpting in Zbrush.

## EXPERIENCE

### OMNICOM PRODUCTION - Automotive Rendering

July 2024 - March 2026

#### **Senior Technical Artist / Lighting & LookDev TD**

Lead lighting and look development for high-end automotive campaigns, creating photoreal visuals for global brands including Infiniti, Nissan, and Subaru.

Managed complex multi-part assemblies for automotive visualization, ensuring consistent naming conventions and clean hierarchy organization

- Developed lighting and shading for hero vehicles and environments
- Supported scene layout, asset integration, and environment extensions
- Delivered high-end imagery for automotive marketing and launch content

## ZERO VFX

July – September 2023

### **Generalist / Lighting & shading TD - Maya/ Vray renderer**

Contributed to lighting and look development across multiple feature film productions, delivering high-end VFX shots involving CG integration, set extensions, and photoreal environments.

Key contributions:

- Executed cinematic lighting and look development for shots integrating CG with live-action plates
- Developed photoreal materials, shading, and lighting setups to match on-set footage
- Supported scene layout, asset integration, and environment extensions
- Collaborated with VFX supervisors and cross-functional teams to ensure visual continuity and film-level quality

Trusted collaborator across multiple productions, consistently delivering high-quality, production-ready results under tight deadlines.

## MATHEMATIC STUDIO

May 2023 - July 2023

### **Lighting & Look Dev TD - Maya/ Vray/Nuke**

Led lighting and look development for a music video production featuring hip-hop artist Polo G, delivering stylized, cinematic visuals across multiple CG shots.

- Designed and executed lighting rigs for city environments, vehicles, and hero props
- Developed interactive and volumetric lighting setups to enhance mood, depth, and realism
- Conducted look development R&D to establish cohesive visual themes across all shots
- Collaborated closely with creative directors and production teams to achieve a consistent cinematic style

## APPLE

### **Lighting & Look Dev TD - Maya/ Vray/Nuke/ Substance Designer.**

2017 - 2023

Delivered high-end product visuals for Apple's global marketing campaigns and keynote presentations as part of the Lava team. Served as a trusted long-term freelance partner across multiple product cycles, delivering photoreal, production-ready visuals for high-visibility launches.

- Created photoreal, high-resolution renders for Apple product launches across web and presentation platforms
- Developed lighting and shading workflows to achieve precise material accuracy and premium visual quality
- Collaborated with cross-functional teams to ensure consistency with Apple's design and brand standards
- Delivered production-ready assets under tight timelines for high-visibility releases

Tools: Maya, V-Ray, Nuke, Substance Designer

## LOGAN TV - PRODUCT RENDERING

### **Lighting & shading - Maya/ Vray**

July 2019 - October 2019

Worked as lighter & look Dev TD for several product related advertising spots including SKII cosmetics, Samsung Galaxy Note and Apple Devices.

Selected work includes campaigns for:

- Apple devices
- Samsung Galaxy Note

- SK-II Cosmetics

Key contributions:

- Developed photoreal lighting and shading for product-focused commercial visuals
- Created high-resolution renders emphasizing material accuracy, reflections, and premium finish
- Collaborated with creative and production teams to achieve brand-aligned visual standards
- Delivered production-ready assets for advertising and marketing use

Contributed to visually polished product campaigns with a strong focus on realism and commercial appeal.

## FILMOGRAPH

### **Lighting & shading TD - Maya/ Redshift renderer**

September – November 2018

Contributed to lighting and look development for end title sequences on feature films including “Aquaman” and “Power Rangers,” delivering stylized, cinematic visuals for high-profile studio productions.

- Designed and executed lighting setups for complex CG shots, enhancing mood, depth, and visual clarity
- Developed shaders and materials to achieve cohesive, high-quality look development across sequences
- Integrated FX simulations and volumetric lighting to support dynamic, visually rich compositions

## PROLOGUE FILMS

### **CG Supervisor/ Lighting & Look Dev TD**

September 2014 - May 2016

Led CG supervision, lighting, and look development across high-profile film, television, and AAA game marketing projects, delivering cinematic, production-ready visuals for major studios and brands.

Selected projects include:

- X-Men: Apocalypse – Main Title Sequence
- Marvel Studios – Logo Animation for Film
- Zoolander 2 – Feature Film (CG shots integrated with live-action)
- Destiny – Cinematic Trailers (“The Taken King,” “House of Wolves,” “The Sword”)
- Full Frontal with Samantha Bee – Show Open & Promotional Content
- Infiniti Q60 Concept – Geneva Motor Show Campaign
- Audi Campaigns – Paris Auto Show

Key contributions:

- Supervised CG production, ensuring visual quality, consistency, and alignment with creative direction
- Led lighting and look development for cinematic sequences, trailers, and commercial content

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