

Work Experience

Pixar Animation Studios

Senior Lighting Artist 2021-Present

- Key Lighting, compositing & look development on Win or Lose. Wrote Nuke tools.
- Key Lighting on Elio

Blue Sky Studios

Lead Lighting Artist 2018-2021

- Lead multidisciplinary teams of artists.
- Key lighting, look development and comp templating on Spies in Disguise & Scrat Tales
- Demonstrated leadership skills in keeping the team motivated and productive during difficult production.
- Created and taught lighting courses on USD pipeline, houdini workflow & lighting concepts w/ Renderman.

Senior Lighting Artist 2011-2018

- Consistently trusted with high complexity shots.
- Key lighting and one-off lighting.
- Trusted to independently finish lengthy off-key sections of sequences.
- Dependably produced high volume of quota. Avg 100+ shots/feature.

Doodle Pictures Studios

Lighting TD 2009-2011

- Key lighting & look dev on Lego Star Wars, Harry Potter & Prince of Persia shorts, commercials, prints & box art.

Nick Jr.

Generalist 2010

Education

Rochester Institute of Technology
BFA, Film and Animation 2009

References

Brian Boyd | Pixar, Lighting DP, Win or Lose | bboyd@pixar.com | 208.320.2681

David Lally | Pixar, Producer, Win or Lose | dlally@pixar.com

Amy Nowrocki | Pixar, Lighting Manager, Win or Lose | anawrocki@pixar.com | 510.910.5655

Mohamed Sinbawy | Lighting/Comp Artist | mohamed.sinbawy@gmail.com | 912.332.9181

Film/TV Projects

- Elio
- Win or Lose
- Ice Age: Scrat Tales
- Nimona
- Spies In Disguise
- The Story of Ferdinand
- Peanuts
- Epic
- Ice Age: 4 & 5
- Rio 1 & 2
- Team Umizoomi *Season 2*
- Lego - commercials & shorts

Skills

- High level lighting skills with focus on emotional storytelling.
- Dev look that prioritizes look as well as ease of use.
- Integration of HDR in lighting & compositing
- Demonstrated strong leadership skills.
- Advanced node based compositing.
- Advanced modeling/sculpting skills.
- Render troubleshooting and wrangling.
- Basic Python and nuke scripting.

Software

- Extensive experience in Maya, Houdini w/ Solaris, USD, Nuke, Zbrush, Katana, Adobe Suite, Final Cut and Pro tools.
- Rendering experience in RenderMan, Unreal, Arnold and Redshift.
- LUT creation and use.
- Experience in Color timing w/ Resolve.
- Windows, Mac and Linux operating systems.

Other

- Love board games.
- Fluent in Greek and some French.
- EU/US citizen. Can work in US and EU.