

# **AMBER PATEL**

## LIGHTING and COMPOSITING ARTIST

Willing to Relocate

Specialized in CG lighting and compositing, additional experience with modeling, texturing, and animating

#### WORK EXPERIENCE

#### JUN 2022 -CURRENT

## Young Jedi Adventures at Icon Creative Studios

Junior to Intermediate

Lighting and Compositing Artist from Jun 2022 to Mar 2025

- · Worked on episodes 1 to current episodes to match the client look
- Pod Lead responsibilites included teaching and mentoring new collegues, informing supervisors and leads of any issues, and working on difficult sequences helping create look development

#### JUN 2021 -JUL 2021

## Luma and Leaf

CG Social Media Intern

- · Created and textured 3D model replica of the Hydroglow Cleansing Gel
- Designed, staged, and lit products then rendered final images for Instagram and other social media platforms.

## **COLLABORATIONS**

#### JAN 2022 -JUNE 2022

## Crossing Over

Director of Lighting, Rendering and Lead Compositor

- Mentored lighting team, and Ebsynth team to incorporate light/shadow direction, color gradation, and contrast for each shot.
- Integrated render layers and AOVs for compositing using Nuke and After Effects.

#### JUN 2021 -NOV 2021

## Pick Up

CG Lighter

- Established lighting for multiple shots in this short film
- · Worked closely with Lead Lighter and Director to match the color script and vision
- · Mentored students in render layers, and compositing technique for Ai Atmosphere

#### MAR 2020 -JUN 2021

## His Beautiful Spirit

Director, Modeler, Lighter

- Directed colleagues through the production pipeline to reach my vision for this short music video animation.
- Collaborated and created a hybrid film utilizing 2D rig animation and 3D modeled and textured backgrounds

#### FEB 2021 -JUN 2021

## Diving Belle

Lead Lighter

- Created the initial lighting set-ups for multiple environments in this underwater short film
- · Worked on creating stylized caustics for the inside of the 'Diving Belle'

## **EDUCATION**

# Savannah College of Art and Design

BFA in Animation

 Development in 3D technical animation particularly CG lighting, modeling, texturing, and animation

#### **SKILLS**

- 3D Lighting and Compositing
- 3D Modeling
- 3D Character Animation
- 3D Texturing and UVing
- 2D Rig, Traditional Animation
- Photography

#### SOFTWARE

- Autodesk Maya and Arnold
- Nuke
- Shotgrid
- Toon Boom Harmony
- Adobe Softwares
- Substance

## **AWARDS**

Pick Up

Official Selection: Florida Film Festival 2022 Official Selection: Kids First! Film Festival 2021

## INVOLVEMENT

 SCAD Atlanta Animation Society member