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# Lighting & Texture Artist

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## Alicia Anderson

A flexible and attentive artist with a wide variety of skills, able to work from the viewpoints of various positions in the pipeline.

### Experience

Mill Film Montreal, QC

#### Lighting Artist

- Assisted lead and key artists in the organization of a sequence, including set up of key and sequence light rigs and general troubleshooting
- Adjusted sequence and key rigs to adapt to individual shots while maintaining consistency
- Lit and rendered shots in diverse lighting environments for Cats (2019) and an undisclosed show to match the back plate while addressing notes from Leads and Supervisors

Studio X - Academy of Art University San Francisco, CA

#### Lighting & Texture Artist & Student Lead

- Established shot look, optimized and monitored rendering, and composited resulting image sequences
- Organized and created shot assets for use in CG animation
- Utilized critique from peers and supervisor to further improve shots

### Software

- The Foundry Katana
- Autodesk Maya
- The Foundry Nuke
- Pixar's Renderman
- Chaosgroup Vray
- The Foundry Mari
- Autodesk Mudbox
- Adobe Photoshop
- Shotgun Studio
- Headus UV Layout
- Autodesk Mental Ray

### Skills

- Lighting
- Compositing
- Shading
- Texturing
- Rendering
- Basic Python Scripting

### Education

Academy of Art University San Francisco, CA  
School of Animation & Visual Effects

- Bachelor of Fine Arts, emphasis in Lighting & Texturing