

T O B Y G A I N E S
3 D L i g h t i n g A r t i s t

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Objectives

My objective is to become an expert in Lighting for high quality feature films, with a company that encourages continual improvement and provides opportunities for advancement.

Experience

My focus for the last four years has been Lighting and Look Development, but my experience also includes Modeling, Special Effects and Compositing, in fast-paced production of feature films and internationally broadcast commercials, using Maya, Mental Ray, Renderman, Nuke, 3D Studio Max, V-Ray, Lightwave, After Effects and Photoshop.

Qualifications

Efficiency and detail oriented, practical, experienced balancing multiple projects, work best under pressure, very logical and creative problem-solving skills.

Education

3D Exchange, Alameda CA.	3D Graphics Certificate Program	2001 - 02
San Francisco State University	3D Studio Max Training	2000

Employment

Look Development and Lighting, GI Joe	Digital Domain, Venice	2008 - 09
Look Development and Lighting, Speed Racer	Digital Domain, Venice	2007 - 08
Lighting, Feature film	Snoot Entertainment, Hollywood	2006 - 07
Lighting, Commercials	Digital Domain, Venice	2004 - 06
3D Generalist, Commercials	Fatbox Films, Redwood City	2003 - 04
3D Generalist, Architectural Viz	Ionic Studios, Berkeley	2003

References

Lisa Beroud	Executive Producer, Digital Domain	(310) 314-2800
Blake Sweeney	LookDev Lead, Digital Domain	(310) 314-2800
Johnny Gibson	Technical Supervisor, Rhythm & Hues	(310) 448-7500