Claudine Dimalanta

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Education

2020 **B.S. in Animation & Game Design;** Utah Valley University

* Able to work well in teams while also taking direction from management
* Passionate about problem solving and working in a collaborative and diverse environment
* Strong background in traditional environmental painting

Experience

2020 **Lighting Lead;** *Utah Valley University, Orem UT*

* Created an animated short film, taking charge of the overall compelling lighting for the project
* Worked within the Redshift traditional rendering software inside both Maya and Houdini

2019 **Lighting & Rendering Lead;** *Loveland Living Planet Aquarium, Draper UT*

* Worked in Unity to create two real-time rendered short animation projects for the Loveland Living Planet Aquarium
* Created stunningly rendered CG images in Maya

Software Proficiency

* Maya
* Adobe suite
* Arnold
* Redshift
* DaVinci suite

<https://jobs.disneycareers.com/job/san-francisco/lighting-intern-spring/391/13948654>