NATALIE AITCHISON
LIGHTING ARTIST

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WORK EXPERIENCE

LIGHTER/COMPOSITOR for HENCHMEN, BRON ANIMATION

Vancouver, British Columbia, Canada, July 2016 – Present

- Lit and rendered shots using Katana and renderMan
- Comped and relit shots using Nuke
- Created light rigs and comp templates for key shots
- Worked as a lead for my own sequence, creating key shots and giving child shot lighters feedback and direction
-Helped with sequence clean ups, making sure lighting was consistent and fixing any technically issues
- Worked with 2D FX
- Used a Linux operating system

JUNIOR LIGHTING TD, MPC FILM

Montreal, Quebec, Canada, May 2015 – June 2016

- Lit and rendered shots using Katana and renderMan
- Created lighting slap comps for daily reviews with Nuke
- Used a Linux operating system
- Collaborated with look dev artists to create light rigs for sequences that matched live action plates and VFX Supervisor's vision
- Worked on Marvel's *Fantastic Four* lighting the Thing and Planet Zero environment for the battle sequence
- Worked on Disney's *The Finest Hours* lighting generic water shots and the Pendleton extension for the rescue sequence
- Worked on Warner Bros' *King Arthur: Legend of the Sword* lighting characters, large enviroments, and smoke fx

OTHER SKILLS & INTEREST

ball joint dolls, crafts, sewing, drawing, scultping, movies, independent films, music, cds, vinyl, concerts, punk, hardcore, supporting local music, record stores, animals, dogs, cartoons, animation, vfx, video games, mmorpgs, trouble shooting, digital arts, t-shirt design, logo design, photography, graphic design, illustration, walt disney world, travel, hiking, camping

SKILLS

Lighting	Sculptris
Compositing	MentalRay
Katana	Texturing
Nuke	UV Mapping
renderMan	Modeling
Autodesk Maya	Environmental Modeling
Adobe Photoshop CS6	Python
Adobe Premier Pro CS6	Microsoft Office
Adobe Illustrator CS6	

ACADEMIC EXPERIENCE

SHADING & LIGHTING DEMO REEL

Winter Park, Florida, January - May 2014

- Created three different assets to match reference image for reel
- Created models, UVs, textures, materials, lighting and rendered each asset using Maya and Photoshop
- Edited reel in Premier Pro

CHARACTER CONCEPT DEVELOPMENT

Methods of Design - Winter Park, Florida, February 2013

- Created a protagonist and a sidekick for a TV show based on a target audience and random object
- Created a character sheets with a turn arounds and five expressions
- Project was kept and displayed in CA building from March 2013 to January 2014

EDUCATION

MPC FILM LIGHTING ACADEMY

Montreal, Quebec, Canada, February – April 2015

BACHELOR OF SCIENCE DEGREE in COMPUTER ANIMATION

Full Sail University - June 2014
GPA 3.44

AWARDS

COURSE DIRECTOR'S AWARD

Visual Development - Full Sail University, August 2013

CREATIVE MINDS SCHOLARSHIP

Full Sail University, 2012