

# JANNA UY

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## SOFTWARE

**3D** Maya, 3DS Max, Unreal Engine, Substance 3D Painter, Marvelous Designer, V-Ray, Redshift  
**OTHER** Photoshop, Qt Designer, VS Code

## SKILLS

**TECHNICAL** Modeling, Texturing, Lighting, Compositing, Shaders, Automation, Python  
**SOFT** Communication, Troubleshooting, Documentation, Training, Mentorship, Look Development, Exploration

## EXPERIENCE

**DREAMWORKS ANIMATION TV** *Lighting/Compositing/Surfacing Artist* Jul 2020 – Nov 2023

- Created light rigs and Nuke gizmos for characters, sets, transits, and props according to show's look and supervisor/director feedback
- Tackled surfacing tasks such as texture painting/updates and material work for show production
- Collaborated with Art Directors and Comp Supervisors to develop look of shows for various productions to help establish the visual goal and keep within show budget
- Worked with the team to establish show methodologies, tools, and workflows to ease artists' quality of life
- Trained and onboarded new artists
- *Shows: Jurassic World Camp Cretaceous, Fast & Furious: Spy Racers, Dragons: The Nine Realms, Curses!, Jurassic World Chaos Theory, Kung Fu Panda: Dragon Knight*

**BLIZZARD ENTERTAINMENT** *Lighting and Compositing Artist* Aug 2019 – Oct 2019

- Shot lighting utilizing Redshift, proprietary software in a Linux environment
- Designed and implemented lighting of characters and environments for shots that meet and enhance the given art direction with Supervisor and Art Director feedback
- Shot compositing utilizing Nuke. Polishing and shot fix also in Nuke
- *Cinematic: "Zero Hour" - Overwatch 2 Announcement Trailer*

**ENCORE** *3D Generalist* Aug 2017 – Aug 2019, Mar 2020 – Jun 2020

- Shot lighting and scene assembly utilizing 3DS Max using V-Ray
- Light rig setup on key sequences and one off shots
- Assembled shot files and set up render layers to provide to compositors
- Supported with painted textures and setup shader networks for CG characters, props, and sets
- *Shows: Titans, Doom Patrol, Supergirl, The Flash, Legends of Tomorrow, Black Lightning*

**DREAMWORKS NOVA** *Surfacing Generalist* Jul 2016 - Jul 2017

- Product visualization utilizing Maya, Blender, Moon Ray, Photoshop, Marvelous Designer
- Setup base materials (car paint, clothes, etc) for team to use and share
- Created textures and materials from fabrics, leathers, veneers
- Validated and matched materials to real world objects
- Collaborated with fellow artists to establish a pipeline to streamline asset sharing and hand off
- *Clients: Bentley, Estee Lauder, Tommy Hilfiger, Saks Fifth Avenue, Nike*

**OUTWARD INC** 3D Content Developer Feb 2015 - Feb 2016

**NTROPIC** 3D Generalist May 2014 - Aug 2014

**WHIPPING BOY** CG Generalist Feb 2014 – Apr 2014

**[N]CUBATE STUDIOS** Intern Nov 2013 - Jan 2014

## EDUCATION

**EVLTR** Becoming a Technical Artist Feb 2024 - Apr 2024

**EX'PRESSION COLLEGE** Bachelor of Applied Science in Animation and Visual Effects Sep 2011 - May 2014