

# JANNA UY

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## **TECHNICAL**

Software: Maya, Nuke, Substance Painter, Photoshop, VRay, Redshift, Unreal Engine, Blender, 3Ds Max, Marvelous Designer, Mari  
Soft skills: Organized and methodical multitasker, team - oriented, keen eye for detail, creative troubleshooter

## **EXPERIENCE**

**DREAMWORKS ANIMATION TV** Glendale, CA Jul 2020 – Present

Lighting/Compositing/Surfacing Artist

- Created lighting based on key art and direction from Supervisors
- Setup light rig, lighting and compositing for Character and Environment Assets
- Ensured that assets rendering with budget constraints, produce & maintain documentation for lighting
- Worked with Art Directors and Supervisors on proof of concepts for various shows that helped set the Lighting look
- Trained and helped new artists
- Shows: *Jurassic World Camp Cretaceous, Fast & Furious Spy Racers, Dragons: The Nine Realms, Curses!, Jurassic World Chaos Theory*

**BLIZZARD ENTERTAINMENT** Irvine, CA Aug 2019 – Oct 2019

Lighting and Compositing Artist

- Designed and implemented lighting of characters and environments for shots that meet and enhance the given art direction
- Maintained the overall look, color balance, and quality for assigned shots and sequences
- Cinematic: *Overwatch 2 Announcement*

**ENCORE** Burbank, CA Aug 2017 – Aug 2019, Mar 2020 – Jun 2020

3D Generalist

- Assembled scenes and created light rigs of shots/sequences for episodic deliveries
- 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** Burbank, CA Jul 2016 - Jul 2017

Surfacing Generalist

- Modeled, textured, and created materials for high quality product visualization
- Setup base materials for team to use and share
- Collaborated with fellow artists to establish a pipeline to streamline asset sharing and hand off
- Worked with clients: *Bentley, Estee Lauder, Tommy Hilfiger, Saks Fifth Avenue, Nike*

**OUTWARD INC.** San Jose, CA Feb 2015 - Feb 2016

3D Content Developer

- Modeled, textured, and created materials for high quality product visualization
- Setup base materials for team to use and share, collated materials in a library to be used as standard/base across various client projects

**NTROPIC** San Francisco, CA May 2014 - Aug 2014

3D Generalist

- Modeled assets, supported team in creating materials, lighting, and compositing

## **EDUCATION**

**EX'PRESSION COLLEGE** Emeryville, CA

Bachelor of Applied Science in Animation and Visual Effects

References available upon request.