

RESUME

JIN YOU

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< Employment Objective >

+ Lighting Artist | Compositing Artist.

< Work Experience >

- + 2017/05 - 2017/09 - **Double Negative. (London, United Kingdom)** - **Lighting TD.**
 - Provided Lighting service for feature film projects.
 - "Pacific Rim : Uprising, 2018"
- + 2016/09 - 2017/03 - **Moving Picture Company. (Montreal, Quebec, Canada)** - **Lighting Artist.**
 - Provided Lighting service for feature film projects.
 - "The Mummy, 2017"
 - "Alien : Covenant, 2017"
- + 2011/02 - 2016/09 - **Dassault Systemes | 3DEXCITE (LA, CA & Detroit, MI, USA)** - **Lighting & Comp TD.**
 - Provided Lighting and Compositing services for commercial projects.
 - "Acura NSX teasers"
 - "Nissan Altima teasers"
 - "Infinity LE concept teasers"
 - "Nissan Pathfinder teasers, Canada version"
- + 2010/07 - 2010/08 - **Rhythm and Hues. (Los Angeles, CA, USA).**
 - Lighting Apprenticeship.
 - "Hop, 2011"

< Education >

+ 2006 - 2010 : MFA - 3D Visual Effect @ Academy of Art University in San Francisco, CA, USA.

< Technical skill >

- + 3D Programs : Maya, Katana, Clarisse, V-Ray, RenderMan, Arnold, MentalRay.
- + 2D Programs : Nuke, Shake, After Effects, Photoshop, PFTrack.
- + OS Systems : Windows, Mac OS X, Linux.

< Professional skill >

- + Specialized in lighting, rendering and compositing.
- + Expert in multi-pass rendering and compositing.
- + Strong eyes for layout, color, lighting, and compositing.

< Awards >

+ 2014 IPPAWARDS : Honorable Mention - Nature.