

# RESUME

## JIN YOU

www.square**ray**.com  
square**ray**@gmail.com

### < Employment Objective >

+ Lighting Artist | Compositing Artist.

### < Work Experience >

- + 2018/02 – Present - **Digic Pictures. (Budapest, Hungary)** - **Lighting & Comp TD.**  
- Providing Lighting and Compositing services for Full 3D Animation projects.
- + 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 Pathfinder teasers, Canada version”,  
“Nissan Altima teasers”, “Infinity LE concept teasers”, & Others
- + 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, HDRLight Studio, 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.