

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 & Compositing Artist.**
 - Providing Lighting and Compositing services for full 3D animation projects.
“**Sekiro - Shadows Die Twice, 2019 : (Cinematic)**”
“**The Secret War - Chrome, 2018 : (Netflix)**”
“**Destiny 2 - Forsaken, 2018 : (Cinematic)**”
“**Call of Duty - Black Ops 4 , 2018 : (Cinematic)**”
“**Call of Duty WWII - Nazi Zombies, 2018 : (Cinematic)**”
- + 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, Canada) - Lighting Artist.**
 - Provided Lighting service for feature film projects.
“**The Mummy, 2017**”
“**Alien : Covenant, 2017**”
- + 2011/02 - 2016/09 - **Dassault Systemes | 3DEXCITE (Los Angeles, USA) - Lighting & Compositing 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, USA) - Lighting Apprenticeship.**
 - Provided Lighting service for feature film projects.
“**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, colour, lighting, and compositing.

< Awards >

+ 2014 IPPAWARDS : Honorable Mention - Nature.