

Ethan Nasiff

Lighting Artist / Generalist

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EXPERIENCE

Lighter, Look Dev, and Environment Artist

"SCAD Collaboration with The Mill"

09/2023 - 11/2023

- Tasked by the mentors to create a mock vehicle ad in 10 weeks.
- Used Houdini, Gaea, and Redshift to create the ad.
- Fixed technical problems created by the large landscapes.

Composer, UE Technical Artist

"David Yurman Internship"

06/2023 - 09/2023

- Created the Unreal to Nuke Pipeline.
- Troubleshoot render issues for the Unreal team.
- Integrated green screen plate onto CG backgrounds created in Unreal.
- Edited work based on daily feedback given during meetings.

Lighter, Co Lead of Compositing

"SCAD Animation Studios"

01/2023 - 06/2023

- Created a post-production pipeline.
- Created the render settings and the pipeline from UE 5.1 to Nuke
- Troubleshoot render issues.
- Lit, composited and helped deliver the film on a tight deadline.

Lighter and Look Dev Artist

"SCAD Collaboration with Harbor Picture Company"

01/2023 - 03/2023

- Worked with mentors from Harbor to create mock ads.
- Lighting and look dev for shots in Maya and Houdini using Redshift.
- Edited work based on weekly feedback made by the mentors over a 10-week course.

EDUCATION

Visual Effects

Savannah College of Art and Design - Bachelor's in Fine Arts

09/2021 - Present

SKILLS

Lighting, Look Dev ,Compositing, Modeling, Texturing

SOFTWARE

Houdini, Arnold, Nuke, Substance Painter, Unreal

Maya, Photoshop, Linux, Shotgrid