Ethan Nasiff

Lighting / LookDev Artist

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↖ enasiff.com

EXPERIENCE

Lighting and Look Dev Lead
01/2024 - 06/2024
"Rider - Indie Film"

- Led a team of 5 artists to layout, Look dev, and lit 65 shots.
- Lit various scenes, ranging from simple to moderately difficult, showcasing adaptability and proficiency in handling diverse lighting requirements.
- Collaborated with the team to produce high-quality renders using Arnold, contributing to seamlessly integrating.
- Created render settings, light groups, and deep exrs for the comp team.
- Troubleshot render issues

Lighter, Look Dev, and Environment Artist
09/2023 - 11/2023
"SCAD Collaboration with The Mill"

- 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.
- Designed and implemented lighting for the product and environments in assigned shots, ensuring alignment with the given art direction and enhancing the overall production quality.

Compositor, UE Technical Artist
06/2023 - 09/2023
"David Yurman Freelance"

- Created the Unreal to Nuke Pipeline.
- Troubleshot 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 and Look Dev Artist
01/2023 - 03/2023
"SCAD Collaboration with Harbor Picture Company"

- Worked with mentors from Habor 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
09/2021 - Present
Savannah College of Art and Design - Bachelor's in Fine Arts

SKILLS

Lighting, Look Dev ,Compositing, Modeling, Texturing

SOFTWARE

Houdini, Arnold, Nuke, Substance Painter, Unreal

Maya, Photoshop, Linux, Shotgrid