

Ethan Nasiff

Lighting | Compositing | LookDev Artist

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🔗 enasiff.com

EXPERIENCE

Freelance Artist - Lighting, Look Dev, and Comp

01/2025 - Present

109 West

- Compositing for 1X & NVIDIA Research Collaboration video
- Lighting, Look Dev, Compositing for a short film by Ahmed Elmatarawi

Compositor, UE Technical Artist

06/2023 - 09/2023

"David Yurman Freelance"

- 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.

PROJECTS

Lighting and Look Dev Lead

01/2024 - 06/2024

"Rider - Short 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.
- Troubleshoot 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.

AWARDS

ROOKIE AWARDS 2024 - VISUAL EFFECTS FILM OF THE YEAR - FINALIST ↗

2024

Rider

EDUCATION

Visual Effects

09/2021 - 11/2024

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, Redshift