

Ethan Nasiff

Lighting | Compositing | LookDev Artist

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EXPERIENCE

01/2025 - Present	Freelance Artist - Lighting, Look Dev, and Comp 109 West <ul style="list-style-type: none">Compositing for a short film Curse of Crom 2Compositing for 1X Redwood AI SpotCompositing for 1X Redwood AI Mobility SpotLight and Lookdev work for 1X World Model SpotCompositing for 1X & NVIDIA Research Collaboration videoLighting, Look Dev, Compositing for a short film Spicy Combo
06/2023 - 09/2023	Compositor, UE Technical Artist "David Yurman Freelance" <ul style="list-style-type: none">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

01/2024 - 06/2024	Lighting and Look Dev Lead "Rider - Short film" ↗ <ul style="list-style-type: none">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
09/2023 - 11/2023	Lighter, Look Dev, and Environment Artist "SCAD Collaboration with The Mill" ↗ <ul style="list-style-type: none">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

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

09/2021 - 11/2024	Visual Effects Savannah College of Art and Design Bachelor's in Fine Arts
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SKILLS

Lighting, Look Dev ,Compositing, Modeling, Texturing, Keying, CG integration, Screen comp, DMP, Beauty, Deep, Paint, Roto, Tracking, Linux,

SOFTWARE

Houdini, Arnold, Nuke, Substance Painter, Unreal Maya, Photoshop, Linux, Shotgrid, Redshift
