

Ethan Nasiff

Lighting | Compositing

✉ ethannasiff8@gmail.com
🖱 enasiff.com
📍 JERSEY CITY, New Jersey

EXPERIENCE

Founder 109 West	01/2025 - Present
• Lighting in V-ray Maya, for Target's NYC Christmas launch • Compositing, Producing, Supervising of 20 artist on 1x NEO project launch • Compositing for a short film Curse of Crom 2 • Compositing for 1X Redwood AI Spot • Compositing for 1X Redwood AI Mobility Spot • Light and Lookdev work for 1X World Model Spot • Compositing for 1X & NVIDIA Research Collaboration video • Lighting, Look Dev, Compositing for a short film Spicy Combo	
Compositor, UE Technical Artist "David Yurman Freelance"	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.	

PROJECTS

Lighting and Look Dev Lead "Rider - Short film" ↗	01/2024 - 06/2024
• 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 "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. • 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, Texturing, Keying, CG integration, Screen comp,Beauty, Paint, Roto, Tracking

SOFTWARE

Houdini, Arnold, Nuke, Maya, Substance Painter, Unreal