Ethan Nasiff

CG Generalist & Lighter

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JERSEY CITY, New Jersey

EXPERIENCE

Lighting Artist 10/2026 - Present
Flow Animation

- Lit and composited 14 Vertical format videos for instagram using blender, keeping continuity and visual quality consistent accross different sequences
- Maintained high reliability and organization by communicating daily progress and technical challenges to the production team, ensuring zero missed deadlines.

Lighting, Compositor, UE Technical Artist 03/2026 - Present
Shattered Glass Films ↗

- Built a production pipeline bridging Unreal Engine and Nuke to streamline post-production.
- Resolved render issues across the team to maintain efficient Unreal workflows.
- Refined visual elements based on daily creative briefs and feedback.
- Created lighting contact sheets to ensure continuity and visual quality with art director vision.
- Assisted in lighting Unreal 5 marketing videos achieving over 100K views on Instagram.

Founder 01/2025 - Present
109 West ↗

- Executed production lighting in V-Ray and Maya for Target's NYC Christmas commercial.
- Supervised and composited CG elements with 20 artists for the 1X NEO launch.
- Performed compositing for Curse of Crom 2 and commercial spots including 1X Redwood AI, 1X Redwood AI | Mobility, and 1X & NVIDIA Research.
- Developed lighting, look development, and compositing setups for the 1X World Model spot and short film Spicy Combo.

PROJECTS

Lighter, Lighting TD 08/2026 - Present
“The Academy of the Storm” ↗

- Assisted in setting up master lighting files for a 16-shot sequence in Maya and V-Ray.
- Collaborated with supervisors, creative teams, and directors to achieve the desired look of the sequence and to make sure all Shots worked on the Choas Render Farm and correctly delivered to the comp team.

Lighting and Look Dev Lead 01/2024 - 06/2024
"Rider - Short film" ↗

- Led 5 artists to complete layout, look development, and lighting across 65 shots.
- Maintained aesthetic consistency across diverse scene lighting setups.
- Generated high-quality Arnold renders for seamless CG integration.
- Established render settings, light groups, and deep EXR passes for compositing.
- Resolved complex render and lighting issues to meet production deadlines.

AWARDS

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

Rider

EDUCATION

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

SKILLS

Lighting
Look Dev
Houdini
V-Ray
Compositing
Nuke
Integration
Paint out

SUMMARY

CG Generalist & Lighter experienced in 3D lighting, compositing, look development, and CG integration. Skilled in developing scenes using Houdini, V-Ray, Maya, and Unreal Engine, with a focus on visual quality, problem-solving, and cross-functional collaboration.