

SDAMLACALISKAN@GMAIL.COM

PHONE (415) 932-9946

TEXTURE & LIGHTING ARTIST

SEDA D. CALISKAN

Texture & Lighting Artist with 3 years experience of 3D texture painting, lighting and rendering

Experience

Lead Lighting Artist, StudioX, San Francisco, CA

- Responsible for lighting, rendering passes with Vray and Arnold
- Compositing rendered shots and passes using Nuke
- Worked very closely with the supervisor and communicated any changes/needs
- Led 6 junior artists and communicated on a regular basis to ensure that the deadlines were met

Texture and Lighting Artist, StudioX, San Francisco, CA

- Created 3D textures using variety of tools such as Mudbox, Substance Painter and Photoshop, hand painted style for a variety of projects
- Rendered turntables for dailies using Vray as well as Arnold
- Collaborated closely with modelers, compositors, animators and producers in order to resolve any technical issues

Skills

3D Texture Painting - Shading - CG Lighting - Rendering - Compositing

Qualifications

Communication - Teamwork - Problem Solving - Adaptability - Critical Thinking

Decision Making - Leadership - Organization

Software

Maya - Mudbox - Substance Painter - Mari - Nuke

Vray - Arnold - Photoshop - After Effects - Premiere Pro

Media Encoder

Education

Academy of Art University, San Francisco, CA

- BFA, School of Animation & Visual Effects, emphasis in Texture & Lighting

Languages

English, Turkish