

Matthew Kiefer

LIGHTING/COMPOSITING

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Lighting TD, Compositing, Look-Dev

Availability: Aug (Immediately) thru early Sept

Credits:

Senior Lighting TD on " <u>Emoji Movie</u> ": Sony Imageworks Shot lighting, asset & enviro Look-Dev, Cinematography. (Katana / Arnold / Nuke)	Feb 2017 - June 2017
Senior Lighting TD on " <u>Smurfs</u> ": Sony Imageworks Shot lighting, shot Look-Dev. (Katana / Arnold / Nuke)	Aug 2016 - Feb 2017
Senior Lighting TD on " <u>Storks</u> ": Sony Imageworks Shot lighting (Katana / Arnold / Nuke)	Feb 2016-Aug 2016
Senior Lighting TD on " <u>Angry Birds Movie</u> ": Sony Imageworks Shot lighting (Katana / Arnold / Nuke)	2015 - Feb 2016
Senior Lighting TD on " <u>Hotel Transylvania 2</u> ": Sony Imageworks Shot lighting (Katana / Arnold / Nuke)	Spring - Fall 2015
CG Lighting / Compositing Artist on " <u>Con Man</u> ": Mind Machine LLC CG Asset design & Look-Dev, plate matchmoving, lighting & compositing (Maya, Vray, Nuke)	2015
Lighting Team Lead: CG Animation For Advertising: 42 Entertainment: Team lead, lighting / comp template setup, shot lighting and comp. (Maya / Vray / Nuke)	Winter 2014-2015
CG Generalist / Lighting Artist: CG for Advertising / Presentation: Chapeau FX CG Generalist: lighting, compositing, workflow, scripting (Maya / Vray / Nuke / After Effects)	Fall 2014
Lighting / Compositing Artist on " <u>Book of Life</u> ": ReelFX Shot-Lighting / compositing (Houdini / Mantra / Nuke)	Fall 2013 - Fall 2014
Lighting / Compositing Artist on " <u>Free Birds</u> ": ReelFX Shot-Lighting / compositing (Maya / Renderman / Nuke)	Spring 2013 - Fall 2013
Compositing artist on " <u>Spacestation 76</u> " (Jack Plotnik Prod.): Freelance Compositing, digital set-dressing design: (Nuke / After Effects)	Spring 2013 - Winter 2013
Lighting / Compositing Artist on " <u>Turbo</u> ": Dreamworks Animation Shot-Lighting / compositing, lighting effect look-dev (in-house renderer / Nuke)	2012 - Spring 2013
Lighting / Compositing Artist on " <u>Rise of the Guardians</u> ": Dreamworks Animation Shot-Lighting / compositing, Lighting rig setup (in-house renderer / Nuke)	2011 – 2012
Lighting Technical-Artist on " <u>Kung Fu Panda 2 / Holiday Special</u> ": Dreamworks Animation Lighting rig setup, shot lighting / compositing, tech troubleshooting, Tool Development	2009 – 2011
Lead Lighter on " <u>The Collector</u> ": Freelance camera tracking, expanding miniature assets with VFX elements, compositing (Maya / Mental Ray / After Effects)	2009

Primary Software:

Maya
Linux
Python / PyQT4
Maya Python / MEL
Houdini / Mantra
Arnold
Nuke
Katana
Vray
Renderman

Working Knowledge

ZBrush
Boujou
Mari
After Effects

Education:

2006-2009 – Bachelors of the Arts: Visual Effects – Savannah College of Art and Design
Graduated with honors: Summa Cum Laude
Minor in Technical Direction
Student Tutor: Department Lead