

Jen Smith

604.445.4369

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beatgirlart.com
Victoria, BC

SKILLS AND SOFTWARE

- **Nuke, Maya**, Photoshop, Lightroom, Shotgun, Softimage, Qube
- Strong traditional art background: photography, painting, drawing and sculpting
- Excellent time management, communication, and organizational skills.
- Rapid learner, excellent teacher.
- Dedicated, sociable team player.
- Consistently delivering an exceptional standard of work under extremely tight production deadlines.

EDUCATION

2005-2006 Diploma of Digital Animation: *Capilano University,*

North Vancouver, BC

- Focused in 3D lighting, modelling, texturing

2001-2003 Bachelor's Degree in Fine Arts: *Concordia University,*

Montreal, PQ

- Major in Studio Arts with a focus in Sculpture

1998-2001 Diploma of Fine

Arts: *Langara College, Vancouver, BC*

- Foundation in traditional studio arts

Work Experience

March 2018 - Present:

Career break for Maternity Leave & Freelance Artist

- Extended period of maternity leave to raise my daughter and move to Victoria with my family.
- Personal photography projects.
- Custom work for clients including photography, commissioned paintings, graphic design work.

September 2015 - February 2018:

Lead Compositing Artist

Mainframe Studios (formerly Rainmaker Entertainment)

Elliot the Littlest Reindeer (Feature), Various Barbie features and episodic TV, Ratchet and Clank (3D Stereo conversion)

- Establishing lighting and comp effects for a variety of styles and lighting scenarios.
- Creating and maintaining custom gizmos, tools, and templates to streamline workflows in the Nuke pipeline.
- Developing and delivering training workshops to increase consistency, efficiency and good workflow practices within the compositing pipeline.

September 2013 - Sept 2015:

Senior Lighting and Compositing Artist

Mainframe Studios (formerly Rainmaker Entertainment)

Various Barbie DVD features, Surf's Up 2 (Feature), Open Season: Scared Silly (Feature)

- Lighting and Compositing shots to match established lighting and creating shot-specific compositing fx.
- Establishing lighting and compositing effects for various styles of shots.
- Mentoring junior artists.

April 1 - May 6, 2013:

Live-action Compositor (Nuke)

Zoic Studios *Once Upon a Time (Episodic TV)*

- Compositing full CG backgrounds with live-action plates.
- Keying, paint and roto, comp fx.

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REFERENCES

“Jen is a true artist. Always aware of the necessary elements to bring a shot together and always striving to make her work the best it can be. She pays great attention to detail and will always ask thoughtful questions during work critiques. Jen has a creative energy that will add to the artistic arsenal of any team and I cannot recommend her enough!”

- Laura Brousseau
Lighting Supervisor, Nitrogen Studios

“Jen has an excellent grasp of lighting and compositing concepts and easily applied them proficiently and efficiently while we worked together. She picked up new information easily and quickly and required minimal supervision to complete her tasks exceptionally. Jen was great to work with and I have no doubt she will excel on any lighting and/or compositing project she has the opportunity to put her mark on.”

- Paula Requa
Compositing Supervisor, Rainmaker

July 2009 - March 2013: **Lighting and Compositing Artist**

Nitrogen Studios, Mainframe Studios (formerly Rainmaker Entertainment)

Sausage Party POC, Thomas the Tank Engine (DVD features & Episodic TV), Kodee’s Canoe (App and shorts), Escape From Planet Earth (Feature)

- Lighting and compositing shots to match established lighting and creating shot-specific compositing fx.
- Compositing revisions from other artists.
- Testing and optimizing render layers to expedite render times.

January 2008 - July 2009: **Softimage Junior Compositing Artist**

Nerd Corps Entertainment

League of Super Evil (Episodic TV), Stormhawks (Episodic TV)

- Designing and establishing lighting templates.
- Compositing shots to match established lighting.
- Creating shot-specific compositing fx.
- Developing training seminars and delivering training to new render wranglers.

July - December 2007: **Junior Lighting Artist/ Render Wrangler/ QA**

NWFX

Jibber Jabber (Episodic TV)

- Lighting scenes to match established standards.
- Monitoring renders, troubleshooting errors.
- Checking completed shots for quality and continuity.