

JASON YANOFSKY

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Objective:

To create dynamic visual works in a high end production environment conducive to visual excellence.

Tech Skill Set:

- **3D:** Maya, Katana and 3dsMax Lighting/LookDev/Generalist Skills, Tracking. Stereoscopies, Effects Artist, Animator, 3D to 2D Pipeline/Process Development.
- **2D:** 3D and 2D Compositing in Nuke, .
- **Hardware / OS:** Extensive production experience in Linux/Windows/MacOS pipelines.

Software:

- Maya, Katana, 3dsMax, Nuke, V-Ray, Redshift; Arnold; Renderman; Mental Ray; Digital Fusion; Mudbox; Photoshop, and many others.

Experience:

LUMA PICTURES, SANTA MONICA, CA

6/2020 – 6/2023

Lead Lighting Artist (*Doctor Strange, Eternals and Various Marvel TV and Film Projects*)

Lead/Senior Lighting Artist utilizing Katana, Maya, Arnold, and Nuke.

METHOD, SANTA MONICA, CA

1/2020 – 4/2020

Senior Lighting Artist

Senior Lighting Artist utilizing Maya, VRay, and Nuke.

TAU FILMS, LOS ANGELES, CA

4/2019 – 11/2019

Lead Lighting Artist and Compositor (*International Post Production House, Skyfire, Yin Yang Shi*)

Senior Artist leading a team in Kuala Lumpur and Hyderabad. Currently utilizing Maya, Redshift, Arnold, and Nuke for compositing.

COSMOS POSSIBLE WORLDS, BEVERLY HILLS, CA

12/2018 – 3/2019

Senior Compositing Artist and 3D Generalist (*In House Post Production Group*)

Senior Compositing Artist, utilizing Nuke, Maya, Redshift, Vray, Arnold and Syntheyes for camera tracking.

BLIZZARD, IRVINE, CA

6/2018 – 11/2018

Senior Lighting and Compositing Artist (*Cinematics Department*)

Senior Lighting and Compositing Artist, utilizing Maya, Renderman, and Nuke.

ENCORE, HOLLYWOOD, CA

2/2017 – 4/2018

CG Supervisor / Senior Lighting, LookDev Artist

CG Supervisor and Team Leader for various TV and Film Projects. 3DsMax, Maya, V-Ray, and Nuke.

ELECTRIC ENTERTAINMENT, HOLLYWOOD, CA

5/2014 – 1/2017

CG Supervisor / Senior Lighting, LookDev and Compositing Artist (*Geostorm, The Librarians series*)

Lead Lighting and Compositing Artist, utilizing Maya, Redshift, V-Ray, Mental Ray, and Nuke. Syntheyes for camera tracking.

HAMMERHEAD PRODUCTIONS, Sherman Oaks, CA

7/2011 – 5/2014

CG Supervisor / Senior Lighting, LookDev and Compositing Artist (*Many shows, see [LinkedIn](#)*)

Lead Lighting and Compositing Artist, utilizing Maya, V-Ray, and Nuke.

LUCASFILM / INDUSTRIAL LIGHT AND MAGIC, San Francisco, CA 2/2011 – 5/2011

Lighting T.D. (*Transformers: Dark of the Moon*)

Lighting Artist, utilizing prman, Nuke, and other proprietary softwares.

IMAGEMOVERS DIGITAL, Novato, CA 12/2008 – 12/2010

Senior Lighting and Compositing Artist (*A Christmas Carol, Mars Needs Moms*)

Lighting Artist and Compositor, utilizing Maya, Renderman, Nuke, and other proprietary software's.

RIOT PICTURES, Santa Monica, CA 6/2007 – 6/2008

Senior Compositor/Lighting Artist (*Creek, Jumper, The Spirit*)

Lead Artist and Compositor on three separate features. Worked to orchestrate 3D to 2D workflow for the features department across various software and hardware platforms.

LUMA PICTURES, Venice, CA 6/2005 – 10/2008

Senior Compositor/Lighting Artist (*Underworld 2, Primeval, Pirates of the Caribbean 3, and others*)

As a Senior Lighter and Compositor for various projects from 2005 to 2008.

Various Positions in Film, TV and Games (*please inquire for details*) 1995 – 2005

Lighting, Compositing, CG Generalist, Effects T.D,

Centropolis FX, Sony Imageworks, Hammerhead Productions, Square and Others

Notable projects:

Martix Reloaded and Revolutions

The Chronicles of Riddick

Scorpion King

Eight Legged Freaks

The Librarian 1,2 and 3

Flyboys

Evil Dead Hail to the King

Education:

Ringling School of Art and Design, Sarasota FL

1990 - 1995

BFA with a major in Computer Animation

Strengths:

- Experienced Senior Artist and Technician.
- Absorb technical knowledge quickly.
- Proficient in both 3D and 2D realms.
- Proven eye for photo-realism.
- Team oriented with excellent communication and interpersonal skills instrumental in collaborative group and client situations.
- Driven, Production oriented, battle proven artist with a history of being fast to Final.
- 20+ years experience in high end production environments, from enterprise to grass roots levels in Film/TV, Interactive and Product based industries.

Honors and Activities:

- Award Winning VFX Artist in the film industry.
- Stills featured both on cover, and inside of various printed and online publications, from Cinefex to Maxim Magazine.
- Featured interview in Librarian 2 DVD's behind the scenes featurette.

References:

Dean Devlin: <i>Director, Chairman, CEO Electric Entertainment</i>	323-836-0556
Dan Levitan: <i>Creative Director, VFX Supervisor, Compositor</i>	818-404-0134
Dave Rand: <i>CG Supervisor, Visual Effects Artist</i>	603-501-9271
Tom Lynnes: <i>Senior Visual Effects Artist</i>	310-344-0154
Payam Shohadai: <i>Luma Pictures Co-Founder, Partner, and VFX Supervisor</i>	310-888-8738
Vince Cirelli : <i>Visual Effects Supervisor, Luma Pictures</i>	310-888-8738
Steven Swanson: <i>VFX Supervising Producer</i>	310-888-8738
Mark Franco: <i>Head of VFX, Electric Entertainment</i>	310-650-7273

Online Links:

[My VFX Website](#)

All my information in one convenient place, with latest Reel front and center.

<https://www.linkedin.com/in/jasonyanofsky>

Please visit my profile on LinkedIn to view written recommendations and more.