

# RODRIGO FERNANDEZ

LIGHTING & COMPOSITING ARTIST

## ABOUT ME

I'm a Canadian lighting and compositing artist with experience in VFX and animation, having worked on feature films and TV shows in both live action and animation. A strong team player, I thrive in collaborative environments and am eager to learn and grow as a professional. I'm ready to contribute to high-caliber projects and bring creative visions to life.

## EDUCATION HISTORY

**CGMA Certificate in Unreal Lighting for Video Games**  
CGMA | Jul 2024 - Sept 2024

**Visual Effects for Film & TV**

Vancouver Institute of Media Arts (VanArts) | 2012 - 2013

**Character Animation Diploma**

AnimationMentor.com | 2012 - 2013

**3D Animation and VFX**

Vancouver Film School | 2011 - 2012

## SKILLS

- Unreal Engine 5
- Nuke
- Arnold
- V-Ray
- Python
- Lumen
- Autodesk Maya
- Adobe After Effects
- Adobe Photoshop
- Basic Katana

## CONTACT DETAILS

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rodrigokher@gmail.com

## EMPLOYMENT HISTORY

### SENIOR COMPOSITING ARTIST

**Mikros Animation Studios | Oct 2022 - Nov 2023**

Led compositing for top animated films, ensuring visual excellence and consistency. Developed custom gizmos to boost team efficiency. Crafted master shots that set the standard for FX and maintained continuity.

### SEQUENCE LEAD LIGHTER/COMPOSITOR

**ICON Creative Studio | May 2022 - Sep 2022**

Managed lighting and compositing for major animations, ensuring top-notch visual continuity. Mastered Maya for advanced lighting and created complex gizmos for compositing. Led a team, offering tutorials and guidance to maintain workflow integrity.

### COMPOSITING ARTIST

**Monsters Aliens Robots Zombies | Jun 2021 - Apr 2022**

Aligned technical aspects with the compositing pipeline to finish live action sequences for projects like Umbrella Academy and Carnival Row.

### SENIOR LIGHTER/COMPOSITOR

**ICON Creative Studio | Jul 2018 - Jun 2021**

Developed master shots and lighting setups for Disney and Pixar projects using Arnold. Built Nuke tools and aided in look development for "Monsters at Work." Mentored junior artists with tutorials and skill enhancement guidance.

### LIGHTING/COMP ARTIST

**Bardel Entertainment | Jul 2016 - Jun 2018**

Helped with the completion of projects with leverage on Nuke, Autodesk's Maya and V-Ray for lighting purposes.

### ROTO/ PAINT ARTIST

**Zoic Studios | Aug 2015 - Apr 2016**

Used The Foundry's Nuke for rotopaint needs for different live action TV shows.

### COMPOSITOR

**Gener8 Digital Media Corp | Jan 2015 - Aug 2015**

Integrated Compositing and Stereoscopic solutions for films.

### LIGHTING/COMP ARTIST

**Rainmaker Entertainment | Sep 2014 - Dec 2014**

Helped finishing sequences, lighting in Autodesk's Maya, and comping with The Foundry's Nuke.