

# Jessie Amadio

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Venice, CA. 90291

## PROFESSIONAL EXPERIENCE

LIGHTER                      Method Studios, Santa Monica, CA. (Nov 2012 to Present)

Specialized in photo-real lighting and look-development for over 10 commercials. Extensive experience lighting creatures, efficiently managing asset development alongside large shot lists, working as part of a larger pipeline, and comfortably using both Maya (VRAY) and Houdini (Mantra) interchangeably.

3D ARTIST                      Moving Picture Company, Santa Monica, CA. (Oct 2010 to Oct 2013)

Responsible for photo-realistic visual effects for commercials with an emphasis on shading and lighting. Fulfilled generalist roles as needed including modeling, matchmoving, animating, fx animation, scripting, and crowd simulation. Involved in over 20 commercials with clients like Mercedes-Benz, Nike, and DirectTV.

3D ARTIST                      3am Design - Toronto, ON. (March 2009 to Sept 2009)

Responsible for lighting, shading, and animating 3D assets for motion graphics spots. Integral part of a small team of artists in a fast paced environment. Strong understanding of production while working with clients like Research in Motion (RIM).

COMPOSITOR                      Maytree Multimedia - Philadelphia, PA (August 2008)

Removed a vehicle and an emulsion scratch from seven shots of a short film. Created an animated bumper package and logo using a combination of hand illustration, 3D animation, and compositing.

## FILM CREDITS

Jupiter Ascending (2014) - Method - *In Production*

## TECHNICAL PROFICIENCY

Photo-realistic lighting using Maya (VRay & Mental Ray) and Houdini (Mantra).

Shading and texturing using Houdini VOPs, Maya's Hypershade, and Photoshop.

Nuke compositing skills: multipass CG integration, color correction, painting, and HDR creation.

Fur and feather grooming in Houdini, rendering procedurally generated geometry.

Scene and render optimization, rendering with proxies, and managing assets from other packages.

MEL and Python scripting as needed by each production, across softwares.

General knowledge of software beyond lighting, including matchmoving, animation, modeling, and fx.

At ease in Linux, Windows, and Mac.

## EDUCATION

Drexel University              Philadelphia, PA              Graduated: June 2010

Bachelor of Science Degree in Digital Media      GPA: 3.89