

# Jessie Amadio

Senior Lighting Artist & CG / VFX Supervisor

**Philadelphia, PA (Remote)**

Eligible for work in US & EU  
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## EXPERIENCE

**Freelance, Remote — VFX / CG Lighting Artist** 2023 - Present

Parliament | Carbon VFX | Kevin | Harbor Picture Company | Hornet

Delivering high-quality lighting, lookdev, and rendering for commercial projects of all sizes. Easily managing large shot lists and able to support with generalist skills as needed. Quick to pick up new studio pipelines and render engines. VFX Supervisor experience informs my self-directed, organized, and communicative approach.

**Carbon VFX, Remote — CG Supervisor** 2022 - 2023

Led remote teams in creating CG-animated and live-action commercials at a creative boutique studio for brands like Lucky Charms, Airheads, and Sweetarts.

Heavily involved in bidding, pitching, client calls, resource scheduling, and on-set shoot supervision while remaining on-the-box as a lighter and generalist.

**MPC (Advertising), London/New York — VFX Supervisor**

VFX Supervisor - London / New York 2018 - 2022  
CG Supervisor / Lighting TD - London 2015 - 2018

Responsible for the overall success of projects from initial bidding to final delivery. Leading dailies sessions with remote and local teams of up to 15 people, and delivering clear and timely feedback to overseas offices.

VFX Supervision on multi-day international shoots, collecting necessary data and advising production. Continued on-the-box as a Lighter gaining extensive experience in award-winning creature work.

Collaborated with directors like Dante Ariola, Gary Freedman, and Adam Berg to deliver content for brands like Hyundai, Playstation, John Lewis, and Samsung.

**Method Studios, Los Angeles — Lighting TD** 2012 - 2014

Photo-realistic lighting and lookdev for commercials, including high-security projects.

**MPC (Advertising), Los Angeles — CG Artist** 2010 - 2012

Photo-realistic lighting and lookdev on over 20 commercials for clients like Mercedes-Benz, Nike, and DirectTV.

**3am Design, Toronto ON — CG Artist** 2009

CG generalist responsible for all 3D assets as an integral part of a small team.

## SKILLS

Specialized in **Lighting** and **Lookdev**; equally proficient in **Maya** and **Houdini**

Strong command of **Arnold**; past exp. in **Mantra** and **Vray**.

**On-set supervision** and data collection; **HDR** generation

**Generalist skills** to support project needs

Project management tools like **Ftrack** and **Shotgrid**

Render optimization;  
**Linux/Windows**, scripting

**Nuke compositing**; ACES

## EDUCATION

**Drexel University**  
Philadelphia, PA  
B.S. Digital Media (2010)

**Unreal Virtual Production Fellowship** (Winter 2021)

## AWARDS & HONORS

**Gold British Arrows Craft Award for CGI** - John Lewis "Boy and the Piano" (2019)

**London SIGGRAPH Tech Talks** - Speaker (2019)

**AICP Post Awards**,  
Post Curator (2022, 2023)

## FILM CREDIT

**Jupiter Ascending** (2015) -  
Lighting TD, Method Studios