



Cody T. King

Lighting | Environments

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EXPERIENCE

Pixar Animation Studios - Lightspeed TD

Work with the Lighting and Rendering departments, as well as other departments across the production to improve quality and efficiency of final renders.

Current

Baobab Studios - Lighting Artist

Lighting VR Animated Short Film.

Experience includes lighting shots for real-time rendering and compositing for the video format of the short.

May - September 2020

Mill Film - Lighting Artist

Cats - 2019 Film

Lighting Feature Film production shots alongside Key and Lead Artists.

Experience includes creating sequence light rigs, shot lighting, asset management, and render optimization.

2019

Pixar Animation Studios - Pixar Undergraduate Program Intern

Completed weekly assignments in all technical director areas of Pixar's production pipeline.

Experience includes learning and applying proprietary software and tools.

Summer 2017

Brazen Animation - Jr Look Development Apprentice

Look Development Artist for client-based and in-house work.

Artistic experience includes shading, lighting, and compositing various assets and shots for various clients.

Technical experience includes creating and refining pipeline tools and development.

May - December 2018

ORGANIZATIONS

TAMU ACM SIGGRAPH - Vice President

Student Chapter Organization focused on the interest of computer graphics and interactive techniques. Volunteer opportunities also included visiting local high schools to provide lectures and feedback on animated projects.

2014-2018

SIGGRAPH 2016 - Student Volunteer

Organization bringing people together in a variety of communities to invent, inspire, and redefine the collective community touched by computer graphics and interactive techniques.

Summer 2016

EDUCATION

Texas A&M University – College Station TX

Bachelor of Science Visualization

2014-2018

Technicolor Academy

Feature Film Lighting

January -
March 2019

Study Abroad – Bonn, Germany

Spring 2017

SKILLS

Lighting, Modeling, Shading, Environment Technical Direction, Scripting

Katana, Nuke, Autodesk Maya, Adobe Creative Suite, Substance Painter, Blackmagic Fusion, Unreal Engine, Unity

Renderman, V-Ray

Python, MEL

****References available upon request.****