

JORDAN OSBORNE

LIGHTING AND COMPOSITING ARTIST

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SUMMARY

Lighting/Compositing Artist with 2.5 years of professional experience crafting visuals for animated TV shows, promotional game cinematics, and advertising.

EXPERIENCE

HOMA Games - Freelance Lighting/Compositing Artist

October 2023 - Present

- Rendered, composited, and managed the render farm for a consistent output of 40-70 seconds of CG footage per week.
- Illuminated and composited 30-40 shots per week, and successfully achieved deadline targets for animated footage.
- Spearheaded the setup of an animation pipeline through the implementation of custom render procedures. Assembled master lighting/compositing tools to automate repeated steps, resulting in faster deliverables and stronger art direction.

Spark Universe - Lighting/Compositing Artist

May 2022 - July 2023

- Created custom lighting rigs for police-chase sequences
- Constructed sequence wide lighting work on master and key shots.
- Assisted with R&D and conceptualized new styles and workflows with the lighting department.

ICON Creative Studio - Junior Lighting/Compositing Artist

August 2021 - December 2021

- Composited shots to completion working with master compositing trees, utilized character and environment relighting techniques, FX element implementation and relighting, and matching sequence based artistic direction.
- Troubleshooted rendering and technical issues and flagged to corresponding departments when necessary for fixes.
- Worked on NPR character/set beauty lighting with provided color keys and iterated on feedback given from supervisors and art directors.

EXPERTISE

Maya, Katana, Nuke, Arnold, Unreal Engine 4/5, Gaea, RenderMan, Substance Painter

EDUCATION AND TRAINING

East Carolina University: Bachelor of Science - Communications, 2022

Academy of Animated Art: Alumni