

About

Lighting and compositing artist specializing in stylized lighting and multi-pass compositing across real-time and offline production pipelines. Focused on creating cohesive, story-driven imagery.

Technical Skills

Lighting & Rendering

- Maya
- V-Ray
- Arnold
- Redshift
- Unreal Engine

Compositing

- NukeX
- Adobe Creative Suite

Look Development & Texturing

- Substance 3D Painter
- Mari

Scripting

- Python
- MEL

Additional Tools

- Houdini
- Gaea
- Marvelous Designer
- XGen
- ZBrush

Affiliations

Lightbox Expo

Women in Animation

- Mentee in WIA Fall 2025 Circle: Breaking in (and staying in) as a Lighter or Technical Artist

Languages

English
Spanish

Experience

Lighting & Compositing Artist | Studio 1 AM (March 2026 - Present)

Animated Short | Indie Project

- Developed a stylized lighting and compositing pipeline in Unreal Engine and NukeX, leveraging light passes and AOVs for efficient multi-pass workflows
- Composited multi-pass renders using lighting, depth (Z), and Cryptomatte passes to achieve a painterly visual style
- Applied depth-based masking and filtering techniques (e.g., Kuwahara) to create stylized depth of field and atmospheric effects
- Documented pipeline workflows and troubleshooting processes to support team consistency and efficiency
- Collaborated across departments to maintain visual continuity between lighting, texturing, and final compositing

Prop Texture Artist | Studio 1 AM (January 2026 - Present)

Animated Short | Indie Project

- Created stylized, hand-painted textures in Substance 3D Painter, using Adobe Photoshop as needed to align with established art direction
- Maintained visual consistency across assets within a real-time production pipeline
- Iterated on textures based on feedback, implementing revisions efficiently

Freelance Compositor & Editor (November 2022 - Present)

- Composited photo and video assets, matching lighting, color, and perspective to produce cohesive final imagery
- Utilized masking, rotoscoping, and color correction to seamlessly integrate elements

Graphic Designer | Show California Baseball (August 2025)

- Reworked a flawed design from a previous artist under a short turnaround, resolving key issues and exceeding the client's expectations

Graphic Designer | IBEW 332 (May 2020 & 2023)

- Developed layouts for campaign flyers by incorporating client feedback while maintaining a clean and professional graphic design standard

Education

Gnomon School of Visual Effects, Games & Animation

BFA in Digital Production (3D Generalist Track)

Foundation in Art & Design

Foothill College

Freestyle Academy of Communication, Arts and Technology