

# Jimmy San

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## OBJECTIVE

Acquire a professional position as a CG Lead/VFX Supervisor specializing in lighting, shading TD, among other generalist needs to create visually pleasing computer graphic images for use in a production.

Results-driven and adaptable with exceptional project organization skills across diverse delivery types, client demographics, and schedules.

## SKILLS

- 10+ years of aesthetic and technical knowledge in lighting, shading, and CG compositing, for various photo-real and stylized CG commercials and episodic television shows.
- Project CG Supervisor with skills on organizing and managing across diverse delivery types and client demographic on high profile client projects, generally working on teams that range 10-15 artists.
- Strong communication skills for effectively conveying project progress and updates to clients and team members.
- Skilled at adapting to changing scenarios and project requirements, ranging with flexible to tight deadlines, to ensure project success.
- Sequence lead lighter of big scale episodic projects, which include lighting shots, setting up a workflow, and assisting artists, while maintaining communication between production and other aspects of the pipeline.
- Ability to apply various CG generalist skills whenever required on a project in order to come up with both creative and efficient solutions for requests made by directors, clients, and/or the studio.
- Quickly learning new pipelines and software where and when needed.

## EXPERIENCE

### **Framestore** – *Lighting Supervisor | Project CG Supervisor*

JULY 2018 – PRESENT

### **Freelance** – *Lighting TD*

FEBRUARY 2011 – JUNE 2018

#### STUDIOS INCLUDE

- The Mill
- MPC
- Method
- Buck

- House Special
- R/GA

**Gravity** – Intern | Junior CG Artist

OCTOBER 2009 – FEBRUARY 2011

**SOFTWARE**

HOUDINI	MAYA	SHOTGUN	MANTRA
NUKE	SUBSTANCE PRODUCTS	ARNOLD	VRAY

**EDUCATION**

**Savannah College of Art and Design, Savannah, GA** – B.F.A

2005 – 2009, Savannah, GA