

Emil Shpolyansky

Senior Lighting Artist
Vancouver, BC

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Education

Vancouver Institute of Media Arts (2003–2004)

Diploma in Computer Animation Program

Encompassed various areas of CG animation production

(layout, camera and character animation, lighting, rendering)

Vetrova Studio of Art and Design Vancouver (2002–2003)

Practiced various compositional methods and techniques .Studied

basics of traditional and contemporary design and colour arrangement

Underwent in-depth study of figure drawing

Langara College (1998–1999)

Certificate in Local Area Networking Administration

Gained experience in all operation systems as well as computer

hardware upgrades and software installation

Employment History

Senior Lighting Artist on Addams Family *Cinesite Animation* , Vancouver (2018-present)

Intermediate Lighting Artist on Hotel Transylvania *Sony Pictures Imageworks* , Vancouver (2018-2018)

Lighting TD on Guillermo del Toro's *Trollhunters Nitrogen Studios*, Vancouver(2016-2017)

Lighting TD on *Sausage Party Nitrogen Studios*, Vancouver(2014-2016)

Lighting Artist on CGI animated series *Mighty Mighty Monsters Bron Studios*, Burnaby (2013-2014)

FX Artist on mini series *Ring Of Fire and Eve Of Destruction Anthem Visual Effects*, Vancouver (2012- 2013)

Lighter TD on animated feature film *Escape From Planet Earth Rainmaker Entertainment*, Vancouver (2011–2012)

Lighter/Compositor on CGI animated series *Thomas and Friends Nitrogen Studios*, Vancouver (2011-2012)

Lighter/Compositor on CGI animated series *Max Steel Rainmaker Entertainment*, Vancouver (2010–2011)

Lighter/Compositor on CGI animated series *Thomas and Friends Nitrogen Studios*, Vancouver (2009-2010)

Lighter/Compositor on CGI animated series *Max Steel Rainmaker Entertainment*, Vancouver (2007–2009)

Lighting Artist on award-winning CGI animated series *Jibber Jabber for YTV Northwest Imaging & FX*, Burnaby (2006–2007)

Tools Tester *Relic Entertainment*, Vancouver (2004–2006)

Skills

Production experience with **Maya, Katana, RealFlow**

Production experience with **Nuke** compositing software

Strong problem solving skills

Production experience with render engines such as **Renderman, Arnold , Redshift**

Profile

Innovative imagination and unique style

Enthusiastic about working in a team environment

Highly motivated and passionate about work quality

available immediately