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Jeffrey J. Johnson

Experience	2010	Animal Logic	Sydney, Australia
	Lighting Artist		
	▪ Legend of the Guardians: lighting and compositing.		
	2009-2010	CafeFX	Santa Maria, CA
	Lighting Artist		
	▪ Alice in Wonderland: layout, look development, and lighting.		
	▪ G-Force: lighted shots for a music video and advertising clips.		
	2008	Warner Brothers Animation/MSP	Burbank, CA
	Lighting Artist		
	▪ Helped to complete five animated shorts in a span of eight weeks.		
	▪ Helped to establish sequence lighting with the art director and lighting lead.		
	2007-2009	Extra Large Technology	Hollywood, CA
	Lighting Artist		
	▪ Supervised and gave artistic direction to other lighters.		
	▪ Lighted entire sequences to completion.		
	▪ Advised and consulted on the development of the lighting tool: Mach Studio.		
	2007	Sony Pictures Imageworks	Culver City, CA
	Lighting and Compositing Artist		
	▪ Beowulf 3D: rendered and composited right-eye cameras.		
	▪ Beowulf 2D: lighted a shot to completion.		
	2005-2006	Omaton/Paramount/MSP	San Clemente, CA
	Lighting and Compositing Artist		
	▪ Barnyard: lighted and composited approximately sixty shots.		
	2004-2005	Red Eye Studios	Pittsford, NY
	3D Lighting/Compositing/Rendering/FX/Modeling/Texturing		
	▪ Helped complete the FMV for the following game titles: Spiderman 2, Crash Bandicoot Twin Sanity, and Crash Tag Team Racing.		
	▪ Established sequence lighting for a variety of sets and environments.		
3D Software	Maya, Softimage, Mental Ray, RenderMan, MayaMan, PRMan, Liquid, AIR, Nuke, Digital Fusion, Photoshop, and After Effects.		
Education	1998-2002	Rochester Institute of Technology	Rochester, NY
	▪ B.A., Film and Animation.		
	▪ GPA: 3.7		