

# RYAN DUHAIME

## Lighting and Compositing

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### OBJECTIVE

Obtain a digital artist/leadership position that will provide me with an opportunity to grow and challenge my lighting and compositing skills, as well as, showcase my ability to effectively lead teams toward company objectives.

### PROFESSIONAL SKILLS

- Experience with light rigs, complex render layers, and compositing.
- Cohesively blending elements with an eye for aesthetic integrity and precise detail.
- Exceed levels of productivity while producing professional quality work and maintaining deadlines.
- Unmatched work ethic and the ability to adapt to independent and team environments.
- Ability to motivate and lead coworkers through projects from beginning to end.

### WORK EXPERIENCE

**Digital Domain - Digital Lighter** Venice, CA December 2010 - Present

- Creating photorealistic lighting for multiple shots based on the show aesthetic
- Establishing my skills and technical abilities for Look Developing assets within my shots
- **Scene Lighter / Look Development on *Transformers: Dark of the Moon***

**Rhythm and Hues Studios - Lead Lighting TD** Los Angeles, CA March 2009 - November 2010

- Establishing, maintaining, and managing templates for an entire show.
- Assisting my peers and team in a supportive manner to solve problems throughout the entire development process.
- Sequence lighting and initial shot setup for over 100 shots on each show.
- Facilitating the development of a Stereoscopic lighting pipeline.
- **Lead Lighter on *Yogi Bear***
- **Lead Lighter on *Alvin and the Chipmunks: The Squeakquel***

**Rhythm and Hues Studios - Lighting TD** Los Angeles, CA June 2007 - March 2009

- Manage multiple scenes and renders through proprietary software using light rigs and render layers, while working within an established pipeline.
- Produce final composites on several shots by integrating elements from multiple departments.
- **Lighter and Compositor on *The Fast & Furious***
- **Lighter and Compositor on *The Mummy: Tomb of the Dragon Emperor***
- **Scene Lighter on *Alvin and the Chipmunks***

### EDUCATION

Savannah College of Art and Design: Savannah, GA  
B.F.A. in Visual Effects and B.F.A. in Broadcast Design

Graduated June 2007  
GPA 4.0/4.0 Summa Cum Laude

### SOFTWARE SKILLS

#### Experience

Autodesk Maya  
RenderMan  
Icy (Proprietary Compositing)  
Lighthouse (Proprietary)  
Voodoo (Proprietary 3D)

Nuke  
Adobe After Effects  
Apple Shake  
Adobe Creative Suite  
Dreamweaver

#### Familiar

Final Cut Pro  
Houdini

#### Platforms

Linux  
Mac OS X/Windows

### ACHIEVEMENTS AND ACTIVITIES

- SCAD Valedictorian Semi Finalist (2007)
- 2007 National, Regional, and District Student ADDY Awards (11 Awards total)
- Honorable Mention in Adobe Design Achievement Awards: Motion Graphics (2007)
- Dean's List (Fall 2003 – Spring 2007)

