

# Matthew Kiefer

LIGHTING/COMPOSITING

[www.matthewkiefer.com](http://www.matthewkiefer.com)  
[matt@matthewkiefer.com](mailto:matt@matthewkiefer.com)

## Primary Skills:

Shot lighting and rendering, lighting rig setup, compositing

**Availability:** Early February, 2016

## Credits:

Senior Lighting TD on " <a href="#">Angry Birds Movie</a> ": Sony Imageworks Shot lighting, per-shot look dev. (Katana / Arnold / Nuke)	Wrap: Early Feb, 2016
Senior Lighting TD on " <a href="#">Hotel Transylvania 2</a> ": Sony Imageworks Shot lighting, per-shot look dev. (Katana / Arnold / Nuke)	Spring - Fall 2015
CG Lighting / Compositing Artist on " <a href="#">Con Man</a> ": Mind Machine LLC CG Asset design & look-dev, plate matchmoving, lighting & compositing (Maya, Vray, Nuke)	2015
Lighting Team Lead: CG Animation For Advertising: 42 Entertainment: Team lead, lighting / comp template setup, shot lighting and comp. (Maya / VRay / Nuke)	Winter 2014-2015
CG Generalist / Lighting Artist: CG for Advertising / Presentation: Chapeau FX CG Generalist: lighting, compositing, workflow, scripting (Maya / VRay / Nuke / After Effects)	Fall 2014
Lighting / Compositing Artist on " <a href="#">Book of Life</a> ": ReelFX Shot-Lighting / compositing (Houdini / Mantra / Nuke)	Fall 2013 - Fall 2014
Lighting / Compositing Artist on " <a href="#">Free Birds</a> ": ReelFX Shot-Lighting / compositing (Maya / Renderman / Nuke)	Spring 2013 - Fall 2013
Compositing artist on " <a href="#">Spacestation 76</a> " (Jack Plotnik Prod.): Freelance Compositing, digital set-dressing design: (Nuke / After Effects)	Spring 2013 - Winter 2013
Lighting / Compositing Artist on " <a href="#">Turbo</a> ": Dreamworks Animation Shot-Lighting / compositing, lighting effect look-dev (in-house renderer / Nuke)	2012 - Spring 2013
Lighting / Compositing Artist on " <a href="#">Rise of the Guardians</a> ": Dreamworks Animation Shot-Lighting / compositing, Lighting rig setup (in-house renderer / Nuke)	2011 – 2012
Lighting Technical-Artist on " <a href="#">Kung Fu Panda 2</a> ": Dreamworks Animation Lighting rig setup, shot lighting / compositing, tech troubleshooting, Tool Development	2009 – 2011
Lighting Technical-Artist on " <a href="#">Kung Fu Panda: Holiday Special</a> ": Dreamworks Animation Lighting rig setup, shot lighting / compositing, tech troubleshooting, Tool Development	2010
Lead Lighter on " <a href="#">The Collector</a> ": Freelance camera tracking, expanding miniature assets with VFX elements, compositing (Maya / Mental Ray / After Effects)	2009

## Proficiencies:

### Primary:

Autodesk Maya	Arnold
Linux	Nuke
Python / PyQT4	Katana
Maya Python / MEL scripting	Vray
Houdini / Mantra	Renderman

### Working Knowledge:

ZBrush	Mari
PF Track	Shake
Boujou	Adobe Photoshop
	Adobe After Effects

## Education:

2006-2009 – Bachelors of the Arts: Visual Effects – Savannah College of Art and Design  
Graduated with honors: Summa Cum Laude  
Minor in Technical Direction  
Student Tutor: Department Lead