

Felipe Borges

Sr. Lighting/Shading TD

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SUMMARY

CG artist with a strong professional background and education in Visual Effects|Film|Video Production|Photography. I am always looking for opportunities to improve and expand my skills.

EXPERIENCE

- Oct 2016 - Present **Sr. Lighting/Shading TD** – ZOIC, VANCOUVER, CANADA
Sequence Lead / Lighting / LookDev on episodic.
- Dec 2015 - Sep 2016 **Sr. Lighting TD** – METHOD, VANCOUVER, CANADA
Sequence Lead / Lighting / LookDev on feature film.
- Sep 2015 – Dec 2015 **Lighting/Shading TD** – ZOIC, VANCOUVER, CANADA
Sequence Lead / Lighting / LookDev on episodic.
- May 2015 – Sep 2015 **Lighting TD** – MPC, VANCOUVER, CANADA
Lighting / LookDev on The Finest Hours feature film from Disney Pictures.
- Oct 2014 – Mar 2015 **CG Lead** – Side Street Post, VANCOUVER, CANADA
Modeling/Animation/LookDev/Lighting/Comp on TV shows and TV movies.
- Nov 2013 – Sep 2014 **Lighting Artist/Generalist** – Side Street Post, VANCOUVER, CANADA
Modeling/Animation/LookDev/Lighting/Comp on TV shows and TV movies.
- June 2013 – Oct 2013 **Digital Compositor** – Side Street Post, VANCOUVER, CANADA
CG Multipass Comp/Set Extensions/Matte Extractions/Clean-up/BG Prep.
- Aug 2010 – Sep 2011 **Render TD & CG Artist** – Archigraph, RIO DE JANEIRO, BRAZIL
Various Architectural Visualization Projects - Responsible for implementing the workflow for the production of animated films plus compositing with a node based system, EXR Files and final editing of each project.
- Apr 2010 – Aug 2010 **Motion Graphics & Video Editor** – Digital Video Brasil, RIO DE JANEIRO, BRAZIL
Various Promotional Videos - Responsible for the production of promotional videos and commercials. Combining motion graphics with live action footage and 3D elements.
- Jan 2008 – Apr 2010 **Head of Creative Department** – Boas Novas TV, BELÉM, BRAZIL
Various Institutional Videos - Responsible for the branding of television programs and all the production process for TV specials and advertising.
- Jan 2007 – Sep 2009 **3ds Max Instructor** – intranorth/tetus Autodesk Training Center, BELÉM, BRAZIL
3D Animation and AchiViz Courses - Responsible for the creation and teaching of the respective courses.

SOFTWARES

Maya, Houdini (Mantra), Katana, 3ds Max, V-Ray, Mental Ray, NukeX, After Effects, Photoshop, PFTrack

SKILLS

Realistic Lighting & LookDev, Learn New Softwares Quickly, Team Management & Leadership, Stable Under Pressure, AutoMotivated

EDUCATION

- 2012-2013 **Vancouver Film School** – VANCOUVER, BC, CA
3D Animation & Visual Effects
- 2004-2005 **Cadritech - Autodesk Training Center** – SÃO PAULO, SP, BRAZIL
3ds Max Generalist Artist

LANGUAGES

English - second language
Portuguese - native

References available upon request.