

FERNANDO BRANDÃO DE BRAGA - SENIOR LOOKDEV TD

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Visa Status: Permanent Resident of Canada

Nationality: Brazilian

OBJECTIVE

To find a LookDev TD position where I can collaborate by using my artistic expertise, technical experience in problem solving, and to face new challenges.

PROFILE

I have a strong background in photography, cinematography and CGI which helps me understand, develop and collaborate artistically and technically to most productions. My experience as an artist and educator for over 10 years provided me with strong work ethics, people skills, and organization.

SOFTWARE EXPERIENCE

Katana, Houdini, Maya, Clarisse, 3DMax, Renderman, V-Ray, Arnold, Mental Ray, Redshift, Nuke, After Effects, Mari, Substance Designer, Substance Painter, Unreal, Photoshop, ZBrush and MudBox.

WORK HISTORY

ILM VANCOUVER - SENIOR LOOKDEV TD / AUG 2019 - CURRENT

- ***Jurassic Park Dominion > in progress***
- ***Brave New World >*** Shot lighting & lookdev dev of the Red Room sequence for the series finale. Worked closely with CG Sup, Comp Sup and FX Sup in order to create and provide the proper data to accomplish the sequence. Responsible for layout in Houdini and lighting, lookdev and render in Clarisse.
- ***We Can Be Heroes >*** Created lookdev for hero assets, worked closely with texture artists and lighting to get the best approach and most optimized asset within the time constraints and production goals.
- ***Jungle Cruise >*** Worked very closely with FX in order to create very complex characters driven by multiples different attributes, created complicated transitions of materials in render time by guiding the lookdev by FX attributes, worked closely with Lighting in order to troubleshoot issues, created tools and parameters to help lighting to adjust a few aspects of the lookdev as they needed it.

DOUBLE NEGATIVE - SENIOR LOOKDEV & LIGHTING TD / FEB 2019 - AUG 2019

- ***The King*** > Shot lighting for plate integration and full CGI, working closely with CG Sup and Lead in order to optimize and light crowd shots, responsible for shot lookdev adjustments for better integration with plate.
- ***Men in Black International*** > Responsible for the lookdev of the road and lava look for the shock wave sequence using mostly projection and procedural textures, shot lighting for plate integration and full CGI.
- ***Westworld Season 3*** > Created lookdev for hero assets, worked closely with texture artists and lighting to get the best approach and most optimized asset within the time constraints and production goals.
- ***The Dark Tower (Pilot)*** > Created the lookdev for the main city using a procedural workflow, PRef, occlusion, curvature, procedural textures & tilables, in order to populate the scene, also worked on a horse and its groom lookdev.
- ***Tenfold*** > Shot lighting for plate integration and full CGI, optimization of shots and shaders.

DIGITAL DOMAIN - LEAD LIGHTING & LEAD LOOKDEV / OCT 2017 - NOV 2018

- ***Avengers: End Game*** > Responsible for light rigs, setting up templates, optimization of shots and lookdev, assisting artists, assigning tasks, organizing schedules, running dailies, helping with bidding, lookdev of hero assets, bridge between pipeline and artists, creation of tools for the facility as well as shows.
- ***Avengers: Infinity War*** > Shot lighting for plate integration and full CGI, created light rigs, setting up lookdev templates, material and light rigs. Responsible for the optimization of shots and lookdev, assisting artists, assigning tasks, organizing schedules, running dailies, lookdev of hero assets.

DIGITAL DOMAIN - SENIOR LIGHTING & LOOKDEV ARTIST / JUL 2016 - SEPT 2017

- ***Thor Ragnarok*** > Shot lighting for plate integration and full CGI, working closely with CG Sup and Lead in order to create a flexible light rig for different environments, responsible for nuke and render layers templates for the sequence, city and hero assets optimization and lookdev of hero spaceships, integration of VDBs for interactive light and shadow passes.
- ***Spiderman Homecoming*** > Shot lighting for plate integration and full CGI, responsible for keyshots and the creation and maintenance of the main exterior light rig, HDR toning and painting for the full sequence, templates for render layers and lightcomps, optimization for Vulture, Fur, and Ferry shots.
- ***Fast & Furious 8*** > Shot lighting for plate integration and full CGI, look development with physically based shaders for props and hero assets. Specifically look dev ice and snow which were applied to FX shots and several ice sheets across production. Also lookdev an underwater sequence working closely with Enviro and FX department.

ICON CREATIVE STUDIO - SENIOR COMPOSITOR & LEAD LIGHTING ARTIST / JAN 2016 - JUN 2016

- ***Elena of Avalor - Disney*** > Supervised lighting and look dev teams, created light rigs and look dev for sets and characters, troubleshooted render and pipeline. Participate in daily shot reviews and critiques for shot artists. Assigned tasks/shots to artists and monitored their progress, also mentored new artists into the department and pipeline.

BARDEL ENTERTAINMENT INC - COMPOSITING & LIGHTING ARTIST / APRIL 2015 - JAN 2016

- **King Julien - Dreamworks** > Responsible for key shots, render layers and light rigs for characters and environments. Created custom Nuke tools & gizmos for the team. Troubleshot render and assets closely with Leads and TDs.

INTERGALACTIC - SENIOR ARCHITECTURAL VISUALIZATION ARTIST / JAN 2015 - APRIL 2015

Created high-end, fine art visualization for complex architectural projects. Responsible for the optimization of models, textures, shaders and render. Integrated 3d and Live-Action footages. Assisted other departments with compositing, modeling and texturing for cell phone and web Apps and Interactive projects.

MRSOLO - SENIOR COMPOSITING, LIGHTING & LOOK DEV ARTIST / 2008 - 2014 - BRAZIL

Worked closely with art directors to develop CG look for animated TV shows and commercials. Created pre-comps, light rigs, look dev to be used across production. Mentored artists into the department workflow and company's pipeline..

MELIES SCHOOL OF CINEMA, 3D & ANIMATION - COORDINATOR & INSTRUCTOR / 2008 - 2014 - BRAZIL

Taught Lighting, Texturing, Look Dev and Compositing for over 5 years. Organized the transition from Softimage / Mental Ray to Maya / Vray. Worked closely with all departments in order to implement and constantly improve the school's pipeline by heading RD. Also taught Photography and Art History.

PHOTOGRAPHER FREELANCER / 2006 - 2014 - BRAZIL

Worked mainly with architecture photography, packshots, wedding photography, and social photography.

EDUCATION

- **Unreal for Environment Artists - 2020 / CGMA**
- **Abstract Effects in Houdini - 2020 / CGMA**
- **Fundamentals of Houdini - 2020 / CGMA**
- **Diploma in Art History, Theory & Criticism - 2014 / Universidade Belas Artes - Brazil**
- **Voyage - 2020 / Melies Schools of 3D, Cinema and Arts - Brazil**
- **Bachelor Degree in Photography - 2010 / Centro Universitário SENAC - Brazil**

*References Available Upon Request