

Justin Dobies

Lead Lighting Artist

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Summary

Lead lighter with over a decade of experience working in feature animation and visual effects at high-end studios. Proven ability to adapt to a variety of pipelines and software. Enthusiastic team builder who values collaboration to find the best way to solve the complex problems of production.

Employment

Walt Disney Animation Studios

Sr. Lighting Artist (2013 – present) **Supervisor:** Gina Lawes / Gina.Lawes@disneyanimation.com

Lighting artist on multiple shows creating key lighting for sequences and matching existing keys in a range of looks and styles. Using an understanding of the full pipeline process to work collaboratively with upstream departments to problem solve a wide variety of issues to deliver in a time- and labor-efficient way. Coding multiple tools and scripts in Nuke to increase artists' efficiency through simplification of tasks.

DNEG – Feature Animation

Lead Lighting TD (2016 – 2019) **Supervisor:** Kevin Hoppe / KHoppe@gmail.com

The first lead lighter of DNEG's Feature Animation division. Responsible for building the lighting department from the ground up, with a emphasis on animation needs. Focusing on software and pipeline development through making specs, developing prototypes, providing feedback to developers and creating templates for lighting and compositing with a focus on multi-shot workflow in Katana/Renderman. Establishing processes with all other departments. Creating light rigs of a Look of Picture sequence as well as multiple bids for future projects. Assisting the visual effects division during final push by lighting shots in Clarisse.

Sony Pictures Imageworks

Sr. Lighting Artist (2016) **Supervisor:** Kevin Souls / ksouls@imageworks.com

Responsible for the lighting of CG elements for use by compositing on Alice in Wonderland 2. Focusing on shot work matching established keys and lighting one-off shots with heavy matte-paint integration.

DreamWorks Animation SKG

Lighting Artist (2011 – 2013) **Supervisor:** Betsy Nofsinger / betsy.nofsinger@dreamworks.com

Lighting Technical Assistant (2008-2011)

Responsible for the lighting and compositing of production shots to meet the art direction for the project. Developing and adjusting lighting rigs for one-off shots and locations. Fixing rendering artifacts to achieve clean final images. Creating multiple Nuke gizmos. Working with upstream departments to develop solutions to cross-departmental issues.

Education and Honors

MSc Digital Media, Drexel University, 2008
Visual Effects Society Member
Contributor: Eurographics 2009

BSc in Digital Media, Drexel University, 2007
Training Award, Dreamworks Animation 2009
Eagle Scout, Boy Scouts of America

Software

Maya Nuke
Katana After Effects*
Clarisse Houdini*

Languages

Python PHP*
C++* HTML / CSS*
MEL*

Renderers

Hyperion Arnold
RenderMan Clarisse*
V-Ray*

Interests

Baking pies, movies, video games, board games and travel.