
LAURA NETTLES | SENIOR LIGHTING ARTIST

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PROFESSIONAL SUMMARY

Storytelling is my passion, whether it's writing one of my stories, or guiding the audience's eyes through a scene by painting with light. I am seeking opportunities for growth into leadership positions where I can have large positive impacts on the team and the projects. Throughout my ten years of experience, I have demonstrated teamwork and leadership. I have trained new hires, provided support to other team members by giving artistic direction through dailies and desklies notes, and supplied hands-on help. I am ready for my next adventure. I'm both a US and Canadian citizen.

CORE COMPETENCIES

- ✓ Houdini
- ✓ Nuke
- ✓ Maya
- ✓ Redshift
- ✓ V-Ray
- ✓ Arnold
- ✓ Renderman
- ✓ Mantra
- ✓ Multitasking
- ✓ Training Peers
- ✓ Detail Oriented
- ✓ Eye for Color
- ✓ Leadership

PROFESSIONAL EXPERIENCE

Herne Hill Media

Feb 2023 - Jan 2024

Senior Lighting Artist | *Unannounced (2024)*

- Lit many CG environments and creatures (both bipedal and snakes)

Folks VFX

Aug 2021 - Feb 2023

Senior Lighting Artist | *Wednesday Addams (2022)*

- Lit fish in an underwater environment with animated caustics

Senior Lighting Artist | *Spider-Man: No Way Home (2021)*

- Consistently met deadlines during high pressure crunch times
- Independently completed assigned shots in a timely manner
- Trained new lighters on how to use Houdini, including proprietary tools

Senior Lighting Artist | *Titans: Season 3 (2021)*

Mr. X FX

Jan 2021 - Aug 2021

Key Lighting Artist | *Resident Evil: Welcome to Raccoon City (2021)*

- Utilized bold color lights to accentuate monster features while obscuring other aspects in shadow

Key Lighting Artist | *Nightmare Alley (2021)*

- Lit exterior snowfall and interior water with reflections

Rocket Science VFX

Mar 2020 - Oct 2020

Senior Lighting Artist | *The Expanse: Season 5 (2020)*

- Utilized lighting rigs for complex scenes, some involving up to 20 spaceships in Maya

Senior Lighting Artist | *Halo: Season 1 (2020)*

- Created light rigs for exteriors of spaceships, placing lights artistically across the hulls
- Lit spaceships in a desert environment, providing multiple lighting scenarios for the comp artist to animate between

Mr. X FX

Feb 2016 - Mar 2020

Lead Lighting Artist | *Carnival Row (2019)*

- Performed desklies and rounds with lighting artists to monitor the progress of shots to maintain the schedule and meet deadlines; gave notes
- Trained new lighters on how to use Houdini and Nuke, including proprietary tools

Assistant Lead Lighting Artist | *Shape of Water (2017)*

- Gave notes to lighting team in dailies critiquing lighting direction, color, blackpoint, and overall consistency between artists
- Initiated, and was approached for, desklies to assist artists in achieving a unified look consistent with the CG supervisor's vision in both compositing and lighting
- Coached lighting artists to composite shots for approval to go for temp to take pressure of the official compositors so they could perform R&D for the final integration process of CG and plate
- Created a lighting HDA for a water tank with animated caustics

Lighting Artist | *The Strain: Season 4 (2017)*

- Improved consistency between previous seasons and current shots utilizing the look bible, reducing the number of revisions required before approval

Track 36 Studios

Nov 2015 - Jan 2016

Part Time Internship | *Unannounced Animated Movie Trailer*

- Lit nighttime setting, full CG shots and performed basic compositing in Maya

Brigham Young University

June 2014 - Apr 2015

Paid Lighting Artist | *Ramshorn (Student Emmy 2015)*

- Lit in Maya and Composited in Nuke on a student group film

EDUCATION

April 2015 | Brigham Young University, Provo, UT

Bachelor of Fine Arts - Animation

Minor - Computer Humanities

PERSONAL INTERESTS

+ Writing Horror and Sci-Fi

+ Crafting SFX Makeup

+ Traveling

+ German Expressionist Films

+ Videography

+ Reading
