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# LAURA NETTLES | SENIOR LIGHTING ARTIST

760-975-1618 | nettles.animation@gmail.com | Oceanside, CA, USA



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**Artistic Mentor**

**Detail Oriented**

**Artistic Eye**

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## PROFESSIONAL SUMMARY

With 10 years of experience in CG lighting, I've honed my skills in both artistic and leadership capacities, helping teams bring stories to life. I have a proven track record of collaboration, having trained new hires and provided support through artistic direction during dailies and desklies. My hands-on approach ensures that team members are supported in their creative journey.

I'm now ready for my next adventure and am looking to pivot into new challenges. As both a US and Canadian citizen, I am available to start immediately and bring my wealth of experience and passion for storytelling to your team.

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## CORE COMPETENCIES

- ✓ Houdini
- ✓ Nuke
- ✓ Maya
- ✓ Redshift
- ✓ V-Ray
- ✓ Arnold
- ✓ Renderman
- ✓ Mantra
- ✓ Multitasking
- ✓ Leadership

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## PROFESSIONAL EXPERIENCE

Herne Hill Media, Toronto Canada Feb 2023 - Jan 2024

**Senior Lighting Artist** | *In The Lost Lands* (2025)

- Lit a variety of CG environments and creatures, including both bipedal characters and snakes, ensuring consistency in lighting across diverse scenes and maintaining visual continuity.

Folks VFX, Toronto Canada Aug 2021 - Feb 2023

**Senior Lighting Artist** | *Wednesday Addams* (2022)

- Lit animated fish in an underwater environment, enhancing the visual realism of the scene by simulating caustics

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

- Consistently met tight deadlines during high-pressure crunch periods lighting the Spider-Man suit, ensuring timely delivery of high-quality work.
- Independently completed assigned shots with precision and efficiency, adhering to project requirements and timelines.
- Trained new lighting artists on the use of Houdini software, including proprietary tools, ensuring they were quickly integrated into production pipelines and workflows.

Mr. X FX, Toronto Canada Jan 2021 - Aug 2021

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

- Utilized bold color lighting to accentuate key features of monsters, while strategically obscuring other elements in shadow to enhance their dramatic presence and add depth to the scene.

**Key Lighting Artist** | *Nightmare Alley* (2021)

- Lit exterior snowfall and interior water with reflections, ensuring accurate surface interactions and realistic lighting

Rocket Science VFX, Toronto Canada

Mar 2020 - Oct 2020

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

- Utilized advanced lighting rigs for complex scenes, managing the lighting of up to 20 spaceships simultaneously in Maya

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

- Created custom light rigs for spaceship exteriors, strategically placing lights across the hulls to enhance their visual impact and highlight key design features.
- Lit spaceships in a desert environment, providing multiple lighting scenarios for the compositing artist to animate between, ensuring flexibility and visual consistency across different shots.

Mr. X FX, Toronto Canada

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)

- **Lighting Feedback & Critique:** provided detailed notes to the lighting team during dailies, focusing on critical aspects like lighting direction, color balance, blackpoint (shadows), and overall visual consistency across the artists' work.
- **Initiation of Desklies:** played a pivotal role in both initiating and being approached for desklies—informal reviews or working sessions—to guide artists in aligning their work with the CG supervisor's vision. Emphasized achieving a unified look in both lighting and compositing.
- **Coaching for Compositing:** coached lighting artists on compositing shots for approval, ensuring they were ready for temporary passes. This strategy alleviated pressure on official compositors, enabling them to focus on research and development for the final CG and live-action integration.
- **Creation of a Lighting HDA:** developed a specialized lighting HDA (Houdini Digital Asset) for a water tank setup, incorporating animated caustics to enhance the realism and accuracy of water effects.

**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

**Additional History:**

Animation Studio, Track 36 Studios, Salt Lake City, UT Lighting Intern

LOGO Expressions, Vista CA Assistant Web Master

Barnes & Noble, Oceanside, CA Holiday Bookseller

Modus Link, CSID All Star Team, Orem UT Call Center Operator

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## EDUCATION

**Brigham Young University, Provo, UT**

Bachelor of Fine Arts - Animation

Minor - Computer Humanities

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## PERSONAL INTERESTS

+ Writing Horror and Sci-Fi

+ Crafting SFX Makeup

+ Traveling

+ German Expressionist Films

+ Videography

+ Reading

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