

Yessica Cruz

LIGHTING AND COMPOSITING ARTIST

Contact: 281.707.2370 | Yessica255@yahoo.com | [Demo Reel](#) | [Artstation](#) | [LinkedIn](#)

Education

UNIVERSITY OF TEXAS AT DALLAS

- Degree: B.A, Arts, Technology and Emerging Communications – Focus in Animation & Games

Skills

Technical

- Autodesk Maya | Unreal Engine 5 | Arnold Renderer | Nuke | After Effects | Illustrator | Photoshop

Professional

- Self-Motivated | Attention To Detail | Creative | Flexible & Adaptable | Team-Oriented | Communicative

Experience

DATA IMAGERY EDITOR (2D ENVIRONMENT), *APPLE VIA MINDLANCE* | MARCH 2024 – CURRENT

- Optimize existing processes to meet client's goals.
- Skillfully analyze and remedy deficiencies by marking 3D generated data.
- Communicate effectively in a team environment to increase productivity.

LIGHTING ARTIST, *GRIMHOOK - INDIE GAME* | AUGUST - DECEMBER 2023

- Lit the level following the Art bible and Director's notes.
- Shaped the mood of each different area to provide more narrative direction.

LOOK DEV & LIGHTING LEAD, *RED HAT RINGO – SHORT FILM* | JANUARY - DECEMBER 2023

- Created SOP for team to follow for turn-ins, feedback loops, and shot creation. Troubleshooted issues to help meet team deadlines
- Created texture maps to determine the style of the short that would be rendered fully in Unreal Engine 5.
- Lit 6 shots using while managing a team of 7 across a total of 36 shots to ensure consistency across the film.

LIGHTING AND COMPOSITING ARTIST, *BAD TIMING – SHORT FILM* | AUGUST - DECEMBER 2022

- Created hero and environmental light rigs for 5 shots in a span of 7 Weeks. Implemented director feedback week to week. Operated in pipeline to achieve efficiency.
- Rendered out multiple EXR layers with Arnold settings and composited in Nuke.

Internships

PASADENA INDEPENDENT SCHOOL DISTRICT | OCTOBER 2018 - JUNE 2019

- Graphic Design Internship – Created digital and physical items such as fliers, business cards, and posters.