

Yessica Cruz

Lighting and Compositing Artist

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Education

UNIVERSITY OF TEXAS AT DALLAS

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

Skills

Technical

- Autodesk Maya | Arnold | Nuke | Unreal Engine 5 | Adobe Suite | 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.

Internships

PASADENA INDEPENDENT SCHOOL DISTRICT | OCTOBER 2018 - JUNE 2019

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