

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 | InDesign

Professional

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

Experience – Animated Shorts & Games

RED HAT RINGO | LOOK DEV & LIGHTING LEAD | JANUARY - DECEMBER 2023

- Drafted and finalized Color Keys to set mood of scenes.
- Created texture styles to determine the style of the short.
- Currently working in Unreal Engine 5 using USDs to set up light test and rigs.

GRIMHOOK | LIGHTING ARTIST | AUGUST - DECEMBER 2023

- Lit the level following the Art bible and Directors notes.
- Shaped the mood of each different areas to provide more narrative direction.

BAD TIMING | LIGHTING AND COMPOSITING ARTIST | AUGUST - DECEMBER 2022

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

DROSERA: ABDUCTER OF THE NIGHT | LOOK DEVELOPMENT | APRIL - DECEMBER 2022

- Worked with the Director to determine the style of lighting.
- Drafted and finalized Color Keys to set mood of scenes.

Internships

PASADENA INDEPENDENT SCHOOL DISTRICT | OCTOBER 2018 - JUNE 2019

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