SHENG CHIH SU

Lookdev / Lighting Artist

✉ shengz.su@gmail.com
📱 +1 (415) 707-9739
in linkedin.com/in/shengchihsu
🌐 shengchihsu.art

EXPERIENCE

CG Generalist/Lighting TD — *Renovatio Pictures* | Tainan, Taiwan

2020 - PRESENT

Maya / Houdini / Clarisse / Nuke / Mari / Speedtree / Zbrush / Gaea / Python

- Designed lighting workflow depending on the project's needs.
- Scene & render settings optimization across various packages and renderers for better render farm usage.
- Asset/shot lookdev, shot lighting and precomp.
- Environment creation from start to finish, including modeling, texturing, lookdev, layout and lighting.
- Developed a set of in-house artist/pipeline tools integrating Clarisse into the pipeline using Python.

Lighting Lead — *AAU Studio X* | San Francisco, CA

2019 - 2021

Maya / Nuke / Python

- Worked on both live-action and animated films/shorts.
- Texturing and lookdev for assets and environment.
- Shot finishing from lighting to compositing, including light rig and template set up for fellow artists.
- Designed lighting workflow depending on the project's needs.
- Developed several artist and pipeline tools for Maya and Nuke to facilitate an efficient workflow.
- Scene troubleshooting for Xgen animation pipeline.

Lighting Intern — *Renovatio Pictures* | Tainan, Taiwan

2020

Maya / Houdini / Speedtree / Mari / Nuke

- Shot lighting and precomp for live-action feature films and TV series.
- Shot-based lookdev and Maya scene troubleshooting.
- Assisted other departments with asset modeling, texturing & scene layout.

EDUCATION

Academy of Art University, San Francisco — *BFA*

2022

- School of Animation & Visual Effects, emphasis in CG Lookdev & Lighting

SKILLS / SOFTWARES

Lighting / Lookdev / Texturing / Environment Creation / Compositing / Scripting

Maya / Nuke / Houdini / Clarisse / Katana / Mari / Arnold / Vray / Redshift / Renderman / Karma / Python