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| Selania King  Look Development Artist  Meticulous and collaborative professional with effective communication skills, skilled in troubleshooting, and time management. | [**s.celeniaking@gmail.com**](mailto:s.celeniaking@gmail.com)  **www.celeniaking.com** |
| EXPERIENCE*3D Lead Look Development Artist* — *“WALK“—* Pizza Party Productions*,* Remote *(Current)*  * Utilized UDIM workflow to Create, modify Arnold shaders, and used Substance Painter to create textures for assets to render in Maya. * Created xgen hair for main character * Modeled Characters outfits, created/adjusted typology, adjusted environment models, and created/adjusted UV’s * Created a Rigs and adjusted rigged assets. * Co-Directed and help develop story. * Adjusted lighting to match unreal scene  *Look Development & Lighting Artist* — *“Pirates of the Oneiric“—* Thesis Project*,* San Francisco, CA *(2023 - 2024)*  * Utilized UDIM workflow to Create, modify Arnold shaders, and used Substance Painter to create textures for assets to render in Maya. * Modeled Braides for hair, used XGen and XGen Interactive to create curly hair and dreaded braids. Hard surfaced modeled base scene environment assets and directed modeler on improvements. Crafted and Uv’d Clothing to UDIM workflow using Marvelous Designer and Maya. * Created Water simulation using Maya and Houdini and crafted environment lighting for shots using Maya. Utilized render layers for foreground and background assets to be composited in Nuke and re-exported through Media Encoder. * Made edits based on feedback from Director.  *Lead Look Development Artist & Lighting Artist* — StudioX, San Francisco, CA *(2023 - 2024)*  * Created, modified Arnold shaders, and used Substance Painter to create textures for assets to render in Maya. * Import new cameras, modify, and adjust lighting setups in Maya and Unreal Engine for a cohesive integrated look. * Crafted environment lighting for shots using Maya. * Utilized render layers for foreground and background assets to be composited in Nuke and re-exported through Media Encoder. * Attend dailies and make edits based on feedback from Director. * Used ShotGrid to track notes and Production feedback.  *Lighting Artist* — Outward Inc, San Jose, CA *(2017 - 2018)*  * Utilized Blender to develop & modify high quality lighting setups adhering to lighting parameters. * Modified Shaders to meet asset appearance standards. * Developed asset dimensions using Photoshop. * Followed established production pipeline guides and schedules to deliver lighting assets on time. * Collaborated, provided progress updates, and communicated with team. * Adapted and applied feedback according to Quality Control feedback.  *Shading & Lighting Artist* — *Closed Circuit*, Emeryville, CA *(2017 - 2018)*  * Develop, modify Lighting setups, and adjust according to mood and story. * Utilize UDIM workflow and used Mudbox, Substance Painter, and Photoshop to craft and modify textures. * Collaborated and guided team members to achieve desired look for shots. * Attend dailies and make edits based on feedback from Director.  ADDITIONAL EXPERIENCE*Research Specialist* — *Equifax* (*2021 - 2023)**Video Editor/Videographer* — Vallejo Community Access TV (2013 - Present)*Intern for CMO & IT department Media Division* — City of Vallejo (2019) **EDUCATION**  **Academy of Art University**, San Fransico CA **— *Master of Fine Arts***  Major in Look Development & Lighting (2019 – 2024)  Courses included Look development and Lighting, Advanced Look Development and Lighting, StudioX, Node Based Compositing, Scripting for Maya, 3D Modeling, Dynamics.  **SAE Expression College**, Emeryville CA **—*Bachelor of Applied Science***  Major in Look Development & Lighting (2014 – 2017)  **PROJECTS**  Look Development & Lighting Artist — “*Pirate of the Oneiric”* — **Thesis Project** (2023 - Present)  Lead Look Development Artist — *“Chain”* — **Animated Short Film** (2023 - 2024)  Lighting Artist — *“Chain”* — **Animated Short Film** (2023 - 2024)  Award winning Shading Artist — “*Closed Circuit”* **Animated Short Film** (2019) | SKILLS ***Animation***  Texture & Lighting  Hard Surface Modeling  High/Low Poly Modeling  Rigging  Compositing  Video Editing  Basic Scripting Knowledge: Python & MEL  ***Interpersonal***  Strong Attention to Detail  Creative Imagination  Flexible & Adaptable  Highly Positive  Self-Motivated  Organized  Effective Problem Solving  Collaborative  Time Management  Resilient  Strong Communicator  Adaptive Learner  ***Tools***  Blender  Maya  Marvelous Designer  Premiere Pro  Photoshop  After Effects  Finial Cut ProX  Nuke  Mudbox  Substance Painter  ShotGrid  Unreal engine  Xgen  **AFFILIACTION**  **Graduate Student Representative** (2023 – 2024)  **ACHIEVEMENTS**  **Look development Character** *- AAU Spring Show* (2024)  **Official Selection** - *Vidling’s & Tapeheads Film Festival* (2019)  **Official Selection** - *Arizona International Film Festival* (2019)  **Official Selection** - *Florida Animation Festival* (2019)  **Official Selection** - *Independent Star Filmfest* (2019)  **Official Selection** - *Sick Chick Flicks* (2019) |