

BROOKE BEANE

310-623-7141
brooke.beane@gmail.com
www.thebeanelife.com

US & CAN Citizenship

SKILLS

- ▶ VFX, CG light/comp
- ▶ Leadership
- ▶ Sequence setup
- ▶ Shot completion in mono and stereo
- ▶ Optimization
- ▶ Technical problem solving
- ▶ Multit-shot workflows
- ▶ 12-15k format rendering

Software:

- ▶ Katana
- ▶ Houdini (Solaris)
- ▶ Maya
- ▶ Nuke
- ▶ Photoshop
- ▶ After Effects
- ▶ Experience with AutoCAD
- ▶ Learning Unreal
- ▶ Shotgun/grid

Renderers:

- ▶ Arnold
- ▶ Mantra
- ▶ V-Ray
- ▶ MoonRay
- ▶ PRman

OS:

- ▶ Linux
- ▶ Mac
- ▶ PC

Programming:

- ▶ Experience writing in C++
- ▶ Max/MSP and Jitter

PROFILE

I have been working in the VFX and Animation industry since 2007, which has allowed me to develop a strong independent workflow, and a finely tuned artistic eye while working well in a team environment. I excel in fast-paced and challenging projects that allow me to expand my leadership skills and explore my creative vision.

EXPERIENCE

DreamWorks Animation — Glendale

Sr. Lighter & Compositor — Sept. 2018 - Present

- ▶ Lead lighter for the Marketing Department: Render 12-15k images, setup and light/comp short film, commercials, stills — **Puss 'N Boots 2** production
- ▶ Worked with SideFX to improve Solaris development
- ▶ Worked on a small team to give lighting feedback for dev. of studio's new pipeline
- ▶ Setup sequences, light/comp shots from start to finish, lookdev adjustments
- ▶ Consistently trusted to setup and light/comp one-off sequences and shots
- ▶ Write documentation for workflows and tool usage when needed
- ▶ Films: **Abominable, Trolls World Tour, Boss Baby 2, Trolls Holiday Special, The Bad Guys, Trolls Band Together, Ruby Gillman the Teenage Kraken, Kung Fu Panda 4, Wild Robot**

Sony Pictures Imageworks — Vancouver & Los Angeles

Sr. Lighter & Compositor — Jan. 2015 - Mar. 2016 | Nov. 2017 - Aug. 2018

- ▶ Light/comp shots from start to finish
- ▶ Rig setup
- ▶ Lookdev adjustments as needed
- ▶ Mentor new artists - train on tools, lighting guidance
- ▶ Films: **Hotel Transylvania 3, Smallfoot, Angry Birds, Hotel Transylvania 2, Pixels**

Lighter & Compositor — Jan. 2011 - Aug. 2013

- ▶ Light/comp shots from start to finish
- ▶ Optimization of large city sets and assets
- ▶ Setup IBL light rigs for live action films
- ▶ Films: **Cloudy with a Chance of Meatballs 2, Arthur Christmas, The Great and Powerful Oz, The Amazing Spiderman**

Animal Logic — Vancouver & Sydney

Sr. Lighter & Compositor — May 2016 - Sept. 2017

- ▶ Setup sequences, light/comp shots from start to finish
- ▶ Mentor new artists - train on tools, lighting guidance
- ▶ Setup, lit and comped to completion all shots in entire sequence
- ▶ Setup and light/comp one-off sequences and shots.
- ▶ Films: **Lego Batman, Lego Ninjago**

FUN FACTS

- ▶ Current HOA President
- ▶ Health and fitness coach with Beachbody
- ▶ World traveler
- ▶ Avid concert go-er
- ▶ DIY home remodeling enthusiast

MPC — Vancouver

Sr. Lighter — Aug. 2014 - Dec. 2014

- ▶ Shot lighting of CG elements
- ▶ Lookdev of several non-furry animals using PRman
- ▶ Films: **Night at the Museum: Secrets of the Tomb**

Method Studios — Vancouver

Lighter — Sept. 2013 - Mar. 2014

- ▶ Shot lighting of CG elements
- ▶ Films: **The Maze Runner**

Rhythm and Hues Studios — Los Angeles

Lighter — May 2007 - Dec. 2010

- ▶ Worked in Malaysian office to help establish lighting/compositing pipeline
- ▶ Worked on environment team to develop cloud shader and Houdini lighting tool
- ▶ Shot lighting of CG elements
- ▶ Films: **Yogi Bear, The A-Team, The Wolfman, Aliens in the Attic, Night at the Museum: Battle of the Smithsonian, Cirque du Freak, The Mummy: Tomb of the Dragon Emperor, Alvin and the Chipmunks**

Corgan Media Lab — Dallas

3D Generalist — Oct. 2006 - Apr. 2007

- ▶ Architecture renderings and animations for nationwide clients
- ▶ Responsible for modeling, textureing/shading, environment layout, lighting, rendering and compositing to final image

EDUCATION

Texas A&M University — M.S. in Visualization Sciences

- ▶ Master's Thesis topic: **Generating Audio-Responsive Video Imagery in Real-Time for a Live Symphony Orchestra Performance**
- ▶ Wrote program using Max/MSP/Jitter software to visually tell the story of the music - a self-taught process
- ▶ Designed system to feed live orchestra audio into program for real-time processing
- ▶ Created all visual elements used in live performance
- ▶ Collaborated with symphony director/conductor to determine cohesiveness of the performance

Texas A&M University — Bachelor of Environmental Design