

Jonathan Davis

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EDUCATION

2001-2004: Savannah College of Art & Design
BFA - Computer Art - Focus in 3D animation.
Portfolio scholarship – 2002, lighting and co-production of a Student Academy Award nominated short film, *The Old Man and The Fish*.
Graduation Date: May 2004
2000-2001: University of Wisconsin

PROFESSIONAL SKILLS

Software & Tools Maya, Katana, Nuke, Photoshop, Premiere
Proficient with Linux, Unix, and Windows platforms.
Traditional Media Drawing, Painting

EXPERIENCE

Employer: Walt Disney Animation Studios

Position: Lighting Artist
Time Period: April 2019 – Present
Location: Burbank, CA

Tasks: Responsible for key lighting, shot lighting and compositing.

Features:

Frozen (2019) Raya and the Last Dragon (2020) Encanto (2021)

Shorts/Series:

Short Circuit, Baymax! (Disney+)

Employer: Sony Pictures Imageworks

Position: Senior Lighting Technical Director
Time Period: January 2018 – December 2018
Location: Vancouver, BC

Tasks: Responsible for shot lighting and compositing and stereo work for the animated feature film, *Spider-Man: Into the Spider-Verse*.

Employer: Blue Sky Studios , 20th Century Fox

Position: Lighting Technical Director
Time Period: September 2005 – December 2017
Location: Greenwich, CT

Tasks: Responsible for sequence shot lighting and compositing on nine feature animated films, as well as three short films.

- Worked with leads to establish master lighting scripts.
- Worked with art directors, creating lighting for early character development.
- Worked with the developers of *Angry Birds* to create a cinematic for a *Rio* themed

mobile game.

- Set dressed and assembled sets in Layout.
- Assisted the Fur department with creating furry characters .

Developed training documentation and courses for new lighting hires.

Features:

Ferdinand (2017) Ice Age: Continental Drift (2012)

Ice Age: Collision Course (2016) Rio (2011)

The Peanuts Movie (2015) Ice Age: Dawn of the Dinosaurs (2009)

Rio 2 (2014) Horton Hears a Who! (2008)

Epic (2013) Ice Age: The Meltdown (2006)

Shorts:

Ice Age 4D (2016) Surviving Sid (2008) No Time for Nuts (2006)

Employer: Omaton Studios, Paramount Pictures

Position: Lighting Artist

Time Period: June 2005 - August 2005

Location: San Clemente, CA

Tasks: Responsible for shot lighting and compositing for the animated feature film, *The Barnyard*.

Employer: Fathom Studios

Position: Lighting Artist

Time Period: July 2004 - June 2005

Location: Atlanta, GA

Tasks: Responsible for shot lighting and compositing and creating master lighting for artists for the feature animated feature film, *Delgo*.

Lighting Demo Reel @ <http://vimeo.com/588691373>

-Professional references available upon request.-

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Website: www.gameoverman.net