

Jonathan Davis

Burbank, CA

jdavis234@gmail.com

www.gameoverman.biz

828-214-0167

EDUCATION

Savannah College of Art & Design
BFA - Computer Art - Focus in 3D animation.
Graduation Date – May 2004

Portfolio scholarship – lighting and co-production of a Student Academy Award nominated short film, *The Old Man and The Fish*.

PROFESSIONAL SKILLS

Software & Tools: Maya, Nuke, Katana, Unreal Engine 5, Houdini, Photoshop, After Effects, 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 – October 2023

Location: Burbank, CA

Tasks: Responsible for key lighting, shot lighting and compositing on five feature films, two limited series, and short films.

- Worked closely with supervisors to establish key lighting for shot lighters, as well as establishing foundational lighting with the director of photography. Key lighting on academy award winning *Encanto*, and *Raya*.
- Lit and composited sequence shots.
- Assisted supervisors in QC, checking shots for visual errors and inconsistencies.

Features:

Frozen (2019) Raya and the Last Dragon (2020) Encanto (2021) Strangeworld (2022) Wish (2023)

Shorts/Series:

Short Circuit, Baymax!, Zootopia+ (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 *Spider-Man: Into the Spider-Verse*.

Employer: Blue Sky Studios , 20th Century Fox

Position: Lighting Technical Director

Time Period: September 2006 – 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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LinkedIn @ www.linkedin.com/in/jdavis234