Doris Wang
Lighting/Compositing Artist

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Work Experience

DreamWorks Animation
Lighting Artist
10/2019 – Current

Responsible for taking a shot from beginning to finish. Responsibilities weight heavily in lighting, compositiong, stereo compositing, rendering and debugging.

- Trolls World Tour - marketing
- Boss Baby: Family Business
- The Bad Guys
- The Croods: A New Age
- Trolls Holiday in Harmony

EA Respawn Entertainment
Lighting Artist
11/2018 – 10/2019

Responsible for real time lighting in level and in cinematics. Other responsibilities include debugging light bake issues, reducing lighting budget under allotted threshold and general troubleshooting.

- Star Wars: Jedi Fallen Order

Weta Digital
Lighting TD
01/2017 – 09/2018

Responsible for shot lighting, rendering, pre-comping and passing elements off to compositors. Other tasks include light rig building, template building, sequence rig setup and troubleshooting/debugging.

- Wonder Woman
- Battle Angel Alita
- Justice League

DreamWorks Animation TV
Lighting Lead
06/2014 – 12/2016

Responsible for setting up master lighting on sets and main characters. Other responsibilites include situational rig R&D, creating demo comps, gizmo design and creation, proficiency tool development, lookdev, troubleshooting and file setup for partner studios.

- Netflix Exclusive: The Adventure of Puss in Boots

Moonbot Studios
Lighting TD/Generalist
01/2014 – 03/2014

Responsibilities ranged from beginning to the end of the pipeline, tasks included modeling, texturing, shading, lighting, rendering and compositing, with heavy focus on lighting, rendering and compositing.

- Dobly Atmos: Silent

Sony Imageworks
Lighting TD
03/2013 – 11/2013

Responsible for lighting and pre-composite/composite CG generated elements into a shot. Also responsible for stereo conversion on animation features.

- Cloudy with a Chance of Meatballs: The Revenge of the Leftovers
- Edge of Tomorrow

Rhythm & Hues
Lighting TD
07/2012 – 02/2013

Responsible for lighting and pre-composite CG generated elements for live action plate integration. Also contributed to prototyping PyQT Gui interface for shot submission.

- Life of Pi
- Grown Ups 2
- Percy Jackson: Sea of Monsters

ReelFX Studios
Generalist
04/2006 – 02/2008
08/2009 – 07/2012

Responsibilities ranged from beginning to the end of the pipeline, with heavy focus on modeling, lighting, rendering, compositing and stereo compositing. Also contributed to set dressing and shot layouts, generating Maya paintFX, texturing, hair generation and grooming, and R&D Nuke efficiency tools through Python scripting.

- Despicable Me: Minion Mayhem
- Ice Age: A Mammoth Christmas
- Radio City Rockettes: 2011 Christmas Spectacular
- Looney Tunes: Daffy's Rhapsody
- Judy Moody and the Not Bummer Summer
- Open Season 3
- Universal The Simpsons Ride
- Open Season 2
- Snow 2: Brain Freeze
- American Greetings: Tinpo

Skills

- Maya
- Nuke
- Katana
- Arnold
- V-Ray
- Unreal Engine
- Houdini
- Python
- PRMan

Education

University of Texas, Dallas   Master of Fine Arts   Bachelor of Fine Arts

Language

English   Mandarin