



AMANDA SKEITH

LIGHTING, LOOK DEV, & COMPOSITING

email: amaskeith@gmail.com website: <https://www.amandaskeith.com>

EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN (SCAD)

09/2019 - 06/2023

BFA Visual Effects
Summa Cum Laude
GPA: 4.0
Savannah, GA
SCAD Rising Star Pre - College Program 2018

SKILLS

SOFTWARES

Maya
Nuke
Houdini
Arnold
Redshift
Unreal Engine
Adobe Creative Suite
Substance Painter and Designer

PROFESSIONAL

Communication
Collaboration
Leadership
Time Management
Problem Solving

HONORS & ACTIVITIES

Dean's List
SCAD Academic Scholarship (All Quarters)
SCAD Achievement Scholarship (All Quarters)
Animation Organization Secretary (06/2020 - 06/2021)
Career Fair Assistant (02/2020)
Savannah Film Fest Volunteer (10/2019)

EXPERIENCE

DAVID YURMAN 06/2023 - Present

Motion Graphics Intern - New York, NY

Working as a CG generalist within the creative department on media projects showcasing David Yurman jewelry.

SCADpro x NASA - SPONSORED COURSE 01/2023 - 03/2023

CG Lighting & Generalist

Worked collaboratively in a subteam as a CG generalist focusing on lighting and compositing for creative content communicating the science of the ICESat-2 mission.

THE MILL NY

3D Intern - Remote 09/2022 - 11/2022

Worked in various disciplines in the CG pipeline through multiple exercises with the guidance of my manager and mentor, and assisted my mentor in project tasks.

SCAD x The Mill - Lighting and Look Development Artist 3/2021 - 05/2021

Worked collaboratively on lighting and look development for a fully CG mock commercial under guidance from mentors at The Mill in a 10 week virtual collaborative production simulation class.

RAVEN SOFTWARE (ACTIVISION BLIZZARD) 06/2022 - 09/2022

Lighting Art Intern - Remote

Trained as a lighter in the pipeline and proprietary tools under the supervision of my manager and mentor, finishing the program working on an unannounced Call of Duty project.

BE THERE SHORT FILM 07/2021 - 06/2022

Lighting Supervisor

Organized sequences and shots to assign to lighters and track progress, and supervised/worked on environment and shot lighting and compositing for *Be There*, a SCAD student thesis film. Work primarily conducted virtually.

SCAD ANIMATION STUDIOS 03/2021 - 07/2021

Lighting and Compositing Artist

Worked within the lighting team on shot lighting and compositing on the student 3D animated short film "Hex Limit." Work was conducted virtually.

THE HOUSE WHERE THEY DWELL 01/2021 - 03/2021

Secondary Prop Modeler

Created secondary prop models for the student video game *The House Where They Dwell* by Half Brain Games, a team of SCAD student artists.