



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

Bachelor of Fine Arts
Visual Effects
Savannah, GA

SKILLS

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

Lighting
Look Development
Compositing
Texturing
Rendering
Hard Surface Modeling

HONORS & ACTIVITIES

Summa Cum Laude
Dean's List
SCAD Academic
Scholarship (All Quarters)
SCAD Achievement
Scholarship (All Quarters)

EXPERIENCE

- DAVID YURMAN** 06/2023 - Present
CG Intern - New York, NY
Working as a CG generalist focusing on lighting and shading for primary project requiring high volumes of CG jewelry packshot assets for wholesale market contributing to 40% of sales annually, as well as additional internal and social media projects. Assist in training new hires, reviewing demo reels and interviewing candidates for new hires and potential interns, and providing feedback on work from team. Curated information from process books from fellow interns to develop and maintain a primary CG Process Handbook for department use.
- 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** 09/2022 - 11/2022
3D Intern - Remote
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.
- 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.
- SCAD x THE MILL** 03/2021 - 05/2021
Lighting and Look Development Artist
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.
- 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.