

# Damir Filipovic – Lead Lighting Artist

Curriculum Vitae – June 2020

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## Objective

Pursue a career in the visual effects industry in a progressive and creative environment where my knowledge and experience will have a valuable contribution together with other creative artists.

## Professional experience

March 2019 – March 2020

Lead Lighting Artist

**Mill Film**, Adelaide, Australia ([www.millfilm.com/millfilm](http://www.millfilm.com/millfilm))

- Dora the Explorer – Lead lighting
- Latest project – Lead lighting

August 2018 – January 2019

Lighting and Compositing Artist

**Animal Logic**, Vancouver, Canada ([www.animallogic.com](http://www.animallogic.com))

- Lego 2 - lighting and compositing full CG feature Lego 2 movie

February 2018 – August 2018

Lighting and Compositing Artist

**Sony Imageworks**, Vancouver, Canada ([www.imageworks.com](http://www.imageworks.com))

- Smallfoot - lighting and compositing full CG feature Smallfoot movie

April 2016 – January 2018

Lighting and Compositing Artist

**Animal Logic**, Sydney, Australia ([www.animallogic.com](http://www.animallogic.com))

- Lego Batman - lighting and compositing full CG feature Lego Batman movie
- Lego Ninjago - lighting and compositing full CG feature Lego Ninjago movie
- Peter Rabbit – lighting and integrating furry cg characters into live-action plates

November 2015 – March 2016

Look Development Artist and Lighting Artist

**Luma Pictures**, Melbourne, Australia ([www.lumapictures.com](http://www.lumapictures.com))

- Deadpool - look development for various assets
- Captain America: Civil War - look development and lighting
- Coke Superbowl commercial - look development

January 2014 – October 2015

Look development and Lighting Artist

**MPC**, London, UK ([www.moving-picture.com](http://www.moving-picture.com))

- Jungle Book - hero character look development, shot and sequence lighting
- Guardians of the Galaxy - hero vehicle look development, Rocket's warship among other assets
- Exodus: Gods and Kings - lighting crowds and waves and integrating those into live-action footage
- The Martian - hero look development and lighting for various assets like helmets, vehicles and props that were integrated into live-action footage
- Fantastic 4 – look development for various assets

January 2014 – January 2014:

Look development and Lighting Artist

**Fido Film**, Stockholm, Sweden ([www.fido.se](http://www.fido.se))

- Look development and lighting for a V75 horse commercial. Additional modeling and layout design.

December 2013 – December 2013

Look development and Lighting Artist

**Important Looking Pirates VFX**, Stockholm, Sweden ([www.ilpvfx.se](http://www.ilpvfx.se))

- Look development and lighting for a Fox Superbowl commercial.

June 2013 – November 2013

Look development and Lighting Artist

**Fido Film**, Stockholm, Sweden ([www.fido.se](http://www.fido.se))

- Look development, shading and lighting pre-historic furry creatures for David Attenborough's documentary Alive.

February 2013 – April 2013

Lead Lighting Artist

**Visual Art**, Stockholm, Sweden ([www.visualart.se](http://www.visualart.se))

- Lead lighting artist and 3D lead for a Sony commercial Diggs Nightcrawler.
- Look development, shading and lighting for 3 teaser films for the game Battlefield 4.

August 2012 – November 2012

Lighting Artist

**Fido Film**, Stockholm, Sweden ([www.fido.se](http://www.fido.se))

- Look development and lighting for a cinematic AAA game trailer.

February 2012 – May 2012

Lead Look development, Lighting and Compositing Artist

**The Circle**, Stockholm, Sweden ([www.thecircle.se](http://www.thecircle.se))

- Look development, lighting, shading, compositing and grading CG characters into live-action environment for the commercial Verum.

October 2011 – November 2011

Lighting Artist

**Milford Film & Animation**, Stockholm, Sweden ([www.milford.se](http://www.milford.se))

- Lighting, look development and shading for two different commercials: Kinder Promo and China Mobile including both CG in live-action and full CG productions.

September 2011 – September 2011

Lighting Artist

**Fido Film**, Stockholm, Sweden ([www.fido.se](http://www.fido.se))

- Lighting both full CG furry characters and head replacements in live-action for the German feature film Yoko.

July 2011 – September 2011

Lighting Artist

**Lost Liner AB**, Stockholm, Sweden ([www.lostliner.se](http://www.lostliner.se))

- Lighting and shading for various commercials and short films including Disney's Biker short film and a couple of Telia and Ellos commercials.

June 2011 – July 2011

Look development and Lighting Artist

**Visual Art**, Stockholm, Sweden ([www.visualart.se](http://www.visualart.se))

- Lighting, shading and rendering an intro and outro sequence for Sony's Next Generation Portable (NGP) PS Vita's release titled Little Deviant.

May 2011 – May 2011

3D Artist

**Swiss International**, Stockholm, Sweden ([www.swiss.com](http://www.swiss.com))

- Modeling, lighting and shading of various props and objects for an animatic. Some character animation. Did also setup of cameras and some editing as well.

October 2010 – February 2011

3D/VFX artist

**Important Looking Pirates VFX**, Stockholm, Sweden ([www.ilpvfx.com](http://www.ilpvfx.com))

- Lighting, shading and rendering CG elements both in full CG and live-action environments for clients like Fox, Marabou, Coca Cola, Method Studios LA and Verizon amongst others.
- Modeling and texturing of various props and objects.
- Simulation of smoke and water elements.
- Matchmoving CG objects in stereoscopic live-action.

June 2010 – September 2010

Internship as 3D/VFX artist

**Important Looking Pirates VFX**, Stockholm, Sweden ([www.ilpvfx.com](http://www.ilpvfx.com))

- Lighting, shading and rendering CG elements both in full CG and live-action environments for clients like Fox, Marabou, Coca Cola, Method Studios LA and Verizon amongst others.
- Modeling and texturing of various props and objects.
- Simulation of smoke and water elements.

April 2010 – June 2010

Internship as VFX artist

**Milford Film & Animation**, Stockholm, Sweden ([www.milford.se](http://www.milford.se)).

- Modeling, texturing, shading and rendering of props and objects.
- Rotoscoping and tracking for different commercials.
- Simulating vegetation and flowers with L-systems for “Royal Wedding trailer” commercial.  
Particle effects of different kinds.

## Skills

Very proficient in:      Maya, Katana, Softimage  
Arnold, V-Ray, RenderMan, 3Delight, Glimpse, Mental Ray  
Nuke  
Photoshop  
Mari  
Vue  
After Effects

Good knowledge:      Houdini, 3d Studio Max  
Yeti  
Zbrush, Mudbox  
RealFlow  
PFTrack

## Education

2007-2010

Creative Computer Graphics – University of Gävle, Sweden.

References

References available upon request.