

Damir Filipovic – Lighting Supervisor

Curriculum Vitae – December 2023

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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

November 2022 –

Lighting Supervisor

Dneg, Sydney, Australia (www.dneg.com)

- Supervising George Miller's Mad Max prequel Furiosa
- Managing teams
- Creating tools and improving workflows with other HoD
- Lighting sequences and shots
- Mentoring artists

May 2022 – November 2022

Lighting Supervisor

Fin Design + Effects, Sydney, Australia (www.findesign.com.au)

- Supervising shows
- Managing teams
- Creating tools and improving workflows
- Look development and lighting sequences and shots

November 2021 – May 2022

Senior Lighting and Compositing Artist

Animal Logic, Sydney, Australia (www.animallogic.com)

- Magicians Elephant - lighting and compositing on animated feature film Magicians Elephant

March 2019 – March 2020

Lead Lighting Artist

Mill Film (now MPC Adelaide), Adelaide, Australia (www.mpcfilm.com)

- Dora the Explorer – Lead lighting
- Finch – Lead lighting
- Creating tools and improving workflows
- Managing teams, mentoring artists

August 2018 – January 2019

Senior Lighting and Compositing Artist

Animal Logic, Vancouver, Canada (www.animallogic.com)

- Lego 2 - lighting and compositing on animated feature film Lego 2 movie

February 2018 – August 2018

Senior Lighting and Compositing Artist

Sony Imageworks, Vancouver, Canada (www.imageworks.com)

- Smallfoot - lighting and compositing on animated feature film Smallfoot

April 2016 – January 2018

Senior Lighting and Compositing Artist

Animal Logic, Sydney, Australia (www.animallogic.com)

- Lego Batman - lighting and compositing on animated feature film The Lego Batman movie
- Lego Ninjago - lighting and compositing on animated feature film Lego Ninjago movie
- Peter Rabbit – lighting and integrating furry cg characters into live-action plates

November 2015 – March 2016

Senior/Lead Look Development Artist and Lighting Artist

Luma Pictures, Melbourne, Australia (www.luma.inc/pictures)

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

January 2014 – October 2015

Senior Look development and Lighting Artist

MPC, London, UK (www.mpcfilm.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:

Senior Look development and Lighting Artist

Fido Film (now Goodbye Kansas Studios, Stockholm, Sweden (<https://goodbyekansasstudios.com>))

- Look development and lighting for a V75 horse commercial.

December 2013 – December 2013

Senior Look development and Lighting Artist

Important Looking Pirates VFX, Stockholm, Sweden (<https://ilpvfx.com/>)

- Look development and lighting for a Fox Superbowl commercial.

June 2013 – November 2013

Senior Look development and Lighting Artist

Fido Film, Stockholm, Sweden (<https://goodbyekansasstudios.com>)

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

February 2013 – April 2013

Lead Lighting Artist

Visual Art, Stockholm, Sweden (<https://visualart.com/en/>)

- 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 (now Goodbye Kansas Studios, Stockholm, Sweden (<https://goodbyekansasstudios.com>))

- 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)

- 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)

- 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 (now Goodbye Kansas Studios, Stockholm, Sweden (<https://goodbyekansasstudios.com>))

- 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)

- 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 (<https://visualart.com/en/>)

- 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 (<https://swiss.se/>)

- 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 (<https://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 (<https://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).

- 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, Houdini, Filament, Softimage

Arnold, V-Ray, RenderMan, 3Delight, Glimpse, Karma, Mental Ray, Redshift

Nuke

Photoshop

Mari, Substance Painter

Vue

After Effects

Good knowledge:

3D Studio Max, Unreal Engine

Yeti

Zbrush, Mudbox

RealFlow

PfTrack

Education

2007-2010

Creative Computer Graphics – University of Gävle, Sweden.

References

References available upon request.