



Shane OHara

Lighting TD, Compositor, Generalist

Objective:

Seeking a lead role in a creative position, amongst friendly and driven individuals.

SELECT FREELANCE WORK EXPERIENCE

ROOF Studio | Lighting TD, Comp, VFX Supervisor Oct 2014-Present
Broadly responsible for look dev, lighting and rendering all CG elements. Live action + CG Compositing for final delivery. Assist in creation of styleframes for pitches. Lead artists local and remote when necessary. Researched & established 3D+2D tools and workflows + scripts. Develop & maintain studio's software + pipeline with Dep't heads. Adapt to client changes, short deadlines, and limited compute power. Established studio's cloud rendering w/TD- Marcelo Bortollini

PandaPanther | Lighting TD, Stereo Compositor March 2014 - Oct 2014
Shot lighting and rendering. Established lighting-key's for hero sequences.

ROOF Studio | 3D Generalist, Compositor Sept 2013- March 2014
Layout, look dev, lighting, rendering, compositing.

PandaPanther | Stereo Compositor Apr 2013- Sept 2013
Stereo nuke compositing on cg cinematics for the AAA game - Skylanders Swap Force.

1stAveMachine | 3D Generalist, VFX Lead 2010-2012
VFX lead for inhouse short film that garnered feature film development deal at universal studios for the director. Additional work included compositing, and 3d generalist work on commercials/music videos.

EDUCATION

Savannah College of Art & Design | BFA, Film & TV 2006 - 2010
Narrative filmmaking, digital & film cinematography.

CONTACT

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PROFESSIONAL TOOLS

- | | |
|-----------|---------------|
| PHOTOSHOP | NUKE |
| MAYA | AFTER EFFECTS |
| 3DSMAX | VRAY |
| MODO | ARNOLD |
| HOUDINI | SUBSTANCE |
| PFTRACK | OCTANE |
| PREMIERE | MARI |

SKILLS

- | | |
|-----------------|-----------------|
| PYTHON (BASIC) | SHOTGUN |
| GOOGLE CLOUD | AMAZON AWS |
| DEADLINE RENDER | EDITING |
| SHOT DESIGN | DIGITAL IMAGING |
| PHOTOGRAPHY | VR |