

BRYANNA LONDON

LOOK DEVELOPMENT | LIGHTING | COMPOSITING

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Professional Experience

Logan | Marina Del Rey, CA | Lighting Artist

April 2013 - Present

Contributed as a Look Development | Lighting | Texturing Artist on various commercial productions

Performed in an individual and team environment to realize the clients' vision

Clients Included: Mortdecai | Marvel | Kia | Activision | Nike | G-Shock | Northrop Grumman | Vizio

Cerebral Lounge | Silver Spring, MD | CG Intern

June 2011 - Sept. 2011, June 2012 - Aug. 2012

Collaborated with Lead CG artists on various commercial and television productions

Maintained the Renderfarm

Project Experience

She Too | Lighter

Produced lighting set ups for the watches

2015

Developed look for the watch transitions

Skylanders | Lighter

Lit characters and vehicles in various environments

2015

Castrol Edge | Lighter

Developed python tools to speed up lighting workflow

2015

Mortdecai | Texture Artist | Look Development | Lighter

Constructed textures for various buildings and props

2014

Created texture maps and shaders for the main plane assets

Spiderman Game Trailer | Texture Artist | Look Development

Converted game asset textures and shaders to commercial quality

2014

Collaborated with the Art Director to develop look for main girl character

Nike Lunar | Look Development | Lighter

Developed look of cloth with the Lead Compositor

2013

Created the master light rig for the entire spot

Xbox One Launch | Lighter

Produced lighting set ups for five product shots

2013

Northrop Grumman | Texture Artist

Created texture maps for two main plane assets

2013

Refined existing textures adding grunge for close up shots

Technical Skills

Primary Tools:

Maya | VRay | Nuke | Mari | Photoshop | Mental Ray | Linux | Windows | Mac

Secondary Tools:

Python | Arnold | Houdini | After Effects | MEL | Bash

Education

Savannah College of Art and Design | Savannah, GA

Sept. 2009 - March 2013

B.F.A. Visual Effects

CGSociety Workshop: Compositing for Feature Animation

Aug. 2012 - Sept. 2012