



Andy Tai

Freelance Lighting Artist
| 3D Generalist

theandytai@gmail.com
[@theandytai](http://www.linkedin.com/in/theandytai)

Actively looking for freelance or staff position opportunities! Available for both on-site (NY) or remote (US). I enjoy cinematic lighting that tells story with motivation and developing compelling visuals that support the narrative.

SKILLS

- Lighting
- Texturing & Shading
- Compositing
- Grooming
- Sculpting
- Modeling

SOFTWARES

- Maya
- Substance Painter
- Zbrush
- Nuke
- Houdini
- Unreal Engine
- Xgen | Bifrost | MASH
- Marvelous Designer
- Adobe Creative Suite
- Mari
- SpeedTree
- 3D Equalizer

RENDERERS

- Arnold
- Redshift
- V-Ray
- Renderman

LANGUAGES

- English
- Chinese (Mandarin)
- Thai
- Python

EXPERIENCE

Freelance Lighting Lead & 3D Generalist

HOPR Studios | *Aug - Nov 2023*

- Lighting lead on Google We Are Chrome for Developers Short
- Created a master light rig, shot lighting, and solve creative lighting situations
- Texturing, shading, modeling props

Freelance Look Development & 3D Modeling

BUCK | *Oct 2023*

- Modeling, shading, and texturing asset

Freelance Lighting & Look Development VR

Remote Control Technology | *May - Jun 2023*

- Lighting, shading, texturing Meta VR Home Environment with Redshift

Freelance Lighting & 3D Generalist

HOPR Studios | *April - May 2023*

- Look develop assets and characters
- Shot lighting and light animation on Google I/O Flip Trailer

Freelance Lighting & Look Development VR

Remote Control Technology | *Nov 2022 - March 2023*

- Lighting, shading, texturing and baking Blue Hill Gold Mine Meta VR Home Environment with Redshift

Freelance Lighting & 3D Generalist

HOPR Studios | *Jan - Feb 2023*

- Lighting, look development and modeling

Freelance Lighting & 3D Generalist

Nathan Love | *Sep - Oct 2022*

- Lighting, look development and modeling

Freelance Lighting & 3D Generalist

Framestore | *Jun - Jul 2022*

- Lighting, look development and modeling

Freelance Lighting & 3D Generalist

Artjail | *Apr - Jun 2022*

- 3D Character look development and lighting
- Lighting, look development, modeling, layout and animation for Legal Zoom Commercial Spots

Freelance Lighting Lead & 3D Generalist

Nathan Love | *Jun 2021 - Mar 2022*

- Lighting lead on one of the Eylea spot
- Lighting, FX look development, modeling, and layout for Mothership Short

SKILLS

- Lighting
- Texturing & Shading
- Compositing
- Grooming
- Sculpting
- Modeling

SOFTWARES

- Maya
- Substance Painter
- Zbrush
- Nuke
- Houdini
- Unreal Engine
- Xgen | Bifrost | MASH
- Marvelous Designer
- Adobe Creative Suite
- Mari
- SpeedTree
- 3D Equalizer

RENDERERS

- Arnold
- Redshift
- V-Ray
- Renderman

LANGUAGES

- English
- Chinese (Mandarin)
- Thai
- Python

○ Look Development & AAA Game Lighting Temp

Brazen Animation | *Feb - May 2021*

- In-game cutscenes master and shot lighting and stadium exterior night time lighting and baking on EA Madden 22 using Frostbite Engine
- CG prop look development

○ Freelance Lighting & 3D Generalist

Nickelodeon Nick Jr. | *Dec 2020 - Jan 2021*

- Lighting, look development and compositing on Noggins at Work Episodes

○ Freelance Lighting & 3D Generalist

Nathan Love | *Oct - Dec 2020*

- Lighting, compositing, grooming and look development on commercial spots

○ Permalance Lighting & 3D Generalist

Nickelodeon Nick Jr. | *Mar 2019 - Oct 2020*

- Promos and bumpers for shows including Blue's Clues, Paddington, Santiago and Pay Patrol
- Lighting, compositing, bifrost simulation, look development, modeling, prop rigging

○ Lighting Consultant

Gold Valley Films | *August 2019, June 2020*

- Draw overs and notes for lighting improvements on *Mulan: Princess Warrior*

additional prior experience: www.linkedin.com/in/theandytai

AWARDS

○ A Long Way From Home

3D Animated Short Film

- Independent Shorts Awards | Gold Award
- Animation Studio Festival | Winner
- New York Shorts International Film Festival | Official Selection
- Vimeo Staff Pick
- 11+ Awards and Official Selections

EDUCATION

○ School of Visual Arts

BFA 3D Animation and VFX | *May 2018*

- Thesis film received Outstanding Achievement Award & Student's Choice Award