BRIAN J. BLASIAK
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OBJECTIVE

High-energy and self-motivated individual seeking a position as a Senior Lighting/Compositing Technical Director.

PROFESSIONAL EXPERIENCE

Sony Pictures Imageworks, Culver City, California

- Senior Lighting and Compositing Technical Director, November 2014 – Present
  - Lighting & Compositing for *"GOAT"*
  - Lighting & Compositing for *"The Fantastic Four: First Steps"*
  - Unreal Lighter, Lighting & Compositing for *"K-Pop: Demon Hunters"*
  - Lighting for *"Red One"*
  - Lighting & Compositing for *"In Your Dreams"*
  - Lighting & Compositing for *"Spider-Man: Across the Spider-Verse Part One"*
  - Lighting & Compositing for *"Guardians of the Galaxy Vol. 3"*
  - Lighting for *"Doctor Strange in the Multiverse of Madness"*
  - Lighting & Compositing for *"Spider-Man: No Way Home"*
  - Look Development, Lighting & Compositing for *"Ant-Man and the Wasp: Quantumania"*
  - Lighting & Compositing for *"Vivo"*
  - Unreal Lighter for *"Love, Death & Robots Season 3- In Vaulted Halls Entombed"*
  - Lighting & Compositing for *"The Mitchells vs. the Machines"*
  - Lighting Lead, Look Development & Compositing for *"Spider-Man: Far From Home"*
  - Lighting & Compositing for *"Spider-Man: Into the Spider-Verse"*
  - Senior Compositor for *"Love, Death & Robots – Lucky 13"*
  - Look Development, Lighting & Compositing for "*Spider-Man: Homecoming"*
  - Lighting & Compositing for *"Smurfs: The Lost Village"*
  - Lighting & Compositing for *"Ghostbusters"*
  - Lighting & Compositing for *"Alice Through the Looking Glass"*
  - Look Development, Lighting & Compositing for *"Hotel Transylvania 2"*

Blur Studio, Culver City, California

- Scene Assembler, July 2014 – September 2014
  - Lighting & Compositing for *"Assassin's Creed: Unity"* TV Spot

Industrial Light & Magic, San Francisco, California

- Digital Artist, Compositor, May 2014 – July 2014
  - Lighting & Compositing for *"Teenage Mutant Ninja Turtles"*

Sony Pictures Imageworks, Culver City, California

- Senior Lighting and Compositing Technical Director, February 2013 – March 2014
  - Compositing & FX Look Development for *"The Amazing Spider-Man 2"*
  - Lighting & Compositing for *"Cloudy with a chance of Meatballs 2"*
  - Lighting & Compositing for *"Smurfs 2"*

Rhythm & Hues, El Segundo, California

- Senior Lighting Technical Director, November 2012 – February 2013
  - Lighting for *"Into the Storm"*

Mirada Studios, Marina Del Ray, California

- Compositor, October 2012
  - Lead Compositor for *"Disney Infinity"* commercial spot

Sony Pictures Imageworks, Culver City, California

- **Senior Lighting and Compositing Technical Director**, October 2010 – July 2012
    - Lighting & Compositing for *"Hotel Transylvania"*
    - Lighting & Compositing & Stereo Lead for *"The Amazing Spider-Man"*
    - Lighting & Compositing for *"Arthur Christmas"*
    - Lighting & Compositing for *"Green Lantern"*
    - Stereoscopic Compositing for *"Green Hornet"*

Animal Logic, Sydney, Australia
- **Lighting and Compositing Technical Director**, May 2010 – August 2010
    - Lighting & Compositing for *"Legend of the Guardians"*

Sony Pictures Imageworks, Culver City, California
- **Lighting Technical Director**, November 2009 – January 2010
    - Lighting & Compositing for *"Alice In Wonderland"*

Weta Digital, Wellington, New Zealand
- **Lighting Technical Director**, September 2009 – November 2009
    - Lighting & Compositing for *"Avatar"*

Sony Pictures Imageworks, Culver City, California
- **Lighting and Compositing Technical Director**, January 2009 – June 2009
    - Lighting & Compositing for *"G-Force"*

Walt Disney Feature Animation, Burbank, California
- **Lighting/Compositing Assistant Technical Director**, December 2007 – December 2008
    - Worked in both the shot finaling and technical animation departments developing tools in conjunction with creating 3D stereoscopic imagery for *"Bolt"*

Sony Pictures Imageworks, Culver City, California
- **Associate Technical Director**, August 2007 – October 2007
    - Created 3D stereoscopic imagery for *"Beowulf 3D"*

COMPUTER SKILLS

Programming
- MEL, Python, Visual Basic, Java, JavaScript, ActionScript, HTML, ASP, SQL, Perl, PHP, C++

Operating Systems
- Windows, MacOS, MS-DOS, UNIX, LINUX

Software
- Unreal Engine 4, Maya, 3ds Max, Houdini, Nuke, Shake, Digital Fusion, Katana, Arnold, RenderMan, Mental Ray, Photoshop and V-Ray

AREAS OF STRENGTH AND KEY SKILLS

- Proven ability to learn a company's pipeline and software in a short time and produce high quality work
- Strong interpersonal skills and work efficiently in a team environment
- Creative technical and artistic problem solving

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, New York
- **Master of Fine Arts, Computer Animation**, May 2007
    - GPA: 3.8
- **Bachelor of Science, Information Technology**, May 2002
    - Concentration: Web Design/Programming and Interactive Multimedia
    - GPA: 3.7

AWARDS AND MEMBERSHIPS

- Best Animated Feature **Oscar Winner** for *"K-Pop: Demon Hunters"*
- Best Animated Feature **Oscar Winner** for *"Spider-Man: Into the Spider-Verse"*
- Best Visual Effects **Oscar Winner** for *"Avatar"*
- Sony Pictures Imageworks 2020 Award for **Outstanding Shot in a Feature**
- Sony Pictures Entertainment **Applause Award** recipient for:
    - "*In Vaulted Halls Entombed*" from *"Love, Death & Robots Season 3"* Netflix series
    - "*Lucky 13*" from "*Love, Death & Robots Season 1"* Netflix series
    - "*Alice Through the Looking Glass*"
    - "*The Amazing Spider-Man*"
    - "*Arthur Christmas*"

  Applause Awards are for outstanding performance and lasting contribution to SPE. Demonstrating exceptional initiative and teamwork