

BRIAN J. BLASIAK

Los Angeles, California

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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
 - 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

- 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