

**CV 2014****Jem Grimshaw****3D Artist | Lighting Technical Director****Summary of Qualifications**

I have an advanced understanding of lighting and an in-depth knowledge of the visual effects process and studio pipelines. I have extensive experience lighting and rendering many varied shots and styles. In the past I have worked for small independent outfits, commercial houses and large film studios.

I have an expert knowledge of Maya, Renderman, Mentalray, Arnold and Vray. Including lights, shaders, and rendering optimisation. I also possess a good understanding of all the disciplines involved in the studio pipeline, including experience in design, pre-production, location and studio lighting, shooting film and photography, previz, matchmoving, modelling, texturing, rigging, animating, shader building, effects, rendering, compositing, and grading. I am experienced in using proprietary software in a script-based UNIX environment.

I have the creativity and the visual understanding to be able to respond to direction and develop a concept to final image, with a broad based creative background and an exceptional eye for getting the best out of digital assets.

**Production Experience**

Nov 2013 – Present

**Framestore** – London, UK | Lighting Technical Director  
- Jupiter Ascending – Character lighting.

April – May 2013

**Hi-Sim** – Bristol, UK | Lighting Technical Director  
- JISC Ident - Modelling and lighting.  
- Chime for Change – Lighting effects.

Sept 2012 – March 2013

**Animal Logic** – Sydney, Australia | Lighting Technical Director  
- Walking with Dinosaurs 3D - Character and environment lighting.

Feb 2012 – May 2012

**Hi-Sim** – Bristol, UK | Lighting Technical Director  
- Reliance Media - Lighting and shading of robot characters and environments for five commercials.

Jan 2012

**Hello Charlie** – Bristol, UK | Lighting Technical Director  
- Olympic Logo - Lighting and Shading of Olympic Logo and athletes for projections at the games.

July 2009 – October 2011

**Cinesite** – London, UK | Lighting Technical Director  
- John Carter from Mars - Lighting of flying ships, look development of ships and city.  
- Battle: Los Angeles - Lighting of aliens and look development of alien artefacts.  
- Marmaduke - Lighting photoreal dogs for head replacements.  
- Clash of the Titans - Responsible for look development and lighting of giant scorpions for 5 minute fight sequence.

May 2009

**Kazoo Creative** – London, UK | 3D Generalist  
- West End Films: ident - look development, modelling, animation, shading, lighting, mentalRay.

Jan – April 2009      **Th1ng** – London, UK | Lighting Technical Director  
 Character lighting, environment lighting, look dev, renderMan.  
 - COI Financial Services Authority  
 - AirWick

Sept – Dec 2008      **Aardman Animation** – Bristol, UK | Technical Director  
 Commercials Department – paint effects, hair, lighting, renderMan.  
 - McVities  
 - Cheerios (Pitch)  
 - Immoduim

Sept 2007 – April 2008      **Moving Picture Company** – London, UK | Lighting Technical Director  
 Film Department - hero lighting, crowd lighting, renderMan, mental ray, previz.  
 - The Chronicles of Narnia: Prince Caspian  
 - Fred Claus

Jan 2007 – Sept 2007      **Moving Picture Company** – London, UK | 3d Generalist  
 Commercials Department - model making, texturing, lighting, mental Ray.  
 - Bacardi: Exilir  
 - Charles Worthington Shampoo: Pack shots for 3 ads  
 - Transport for London: Climate Change  
 - Shell: Better better  
 - McDonalds: Monopoly Launch  
 - Ford: On the road again  
 - Ballentine's Whisky: Underground  
 - NHS smoke Free: Wedding

April – Nov 2006      **Against All Odds** – Stockholm, Sweden | 3d Generalist  
 Look development, model making, texturing, lighting, rigging, mental ray.  
 - Tylenol  
 - Stella Artois  
 - X-Games

Oct – Dec 2005      **422 Ltd** – Bristol, UK | 3d Generalist  
 Animating, model making & texturing  
 - I shouldn't be alive: Discovery Channel

July – Oct 2005      **Collision Films** – Bristol, UK | 3d Generalist  
 Model making, texturing, lighting, mentalray  
 - Shock Headed Peter: Pilot film.

Jan – July 2005      **Bolex Brothers** – Bristol, UK | 3d Generalist  
 Look development, model making, tracking, texturing, Maya software.  
 - The Fabulous Furry Freak Brothers: Pilot film.

Sept 2003 - April 2004      **Jim Henson's Creature Workshop** – London, UK | 3d Matchmover  
 Film Department - tracking, fur, texturing, Shake  
 - 5 Children & IT.  
 - The Pride: BBC.

April – Aug 2003      **One Post** – London, UK | 3d Junior  
 Previz, model making & texturing.  
 - Kellogg's: Dexter's secret laboratory.  
 - Co-op: singing sheep.

March 2003      **Aardman Animation** – Bristol, UK | 3d studio experience  
 Maya & After Effects junior, odd jobs and learning.  
 Introduction to CGI dept and Maya

Jan 2002 – March 2003      **Area17** – London, UK | Artist/Technician  
 Events broadcast & web graphics.  
 - Rain Dance film Festival: The Door - 3 min short -lighting  
 - Universal Sci-fi Channel: The Future of Sex - wire frame graphics

July – Dec 2002	<b>Picture It Facilities</b> – London, UK   Audiovisual Technician Installation of events lighting and projection equipment. Film launches (Odeon Cinema Leicester sq) and corporate events
Feb – May 2002	<b>BDP Media Solutions</b> – London, UK   Researcher Researching for cable documentary's, also responsible for breaking down and preparing camera kits.
Jan – July 2000	<b>DDH Film &amp; Television</b> – London, UK   Lighting Assistant/Spark Studio and Location set-ups. Music videos, Adverts, Short films, and one feature film.
July – Sept 1999	<b>Café Productions</b> – London, UK   Runner Corporate videos, working on set in the city.

## Projections for Events and Venues

Nike fall footwear apparel fashion show  
Sleaze Magazine re-launch party  
Puma spring fashion show apparel event  
Notting Hill Arts Club Rub monthly event  
The End aka bar/Alpine Fever monthly event  
93 feet east Ice-T album launch  
93 feet east Ninja Tunes Tru thoughts launch  
Herbal Remedy monthly event  
The Fortress studios Blah monthly event

## Studio and Gallery Work

Slinkichu private-view press photography  
Chatuax Roux catalogue photography  
SunHarbour studio and live gig photography  
Sara Burg album cover studio photography  
Santa's Ghetto Street Art exhibition  
Banksy Turf War exhibition  
Loading Bay Gallery Digital installation  
Heinz gallery RIBA Art Nouveau Architecture of Riga  
Herne Bay Summer festival Fire Sculpture  
Vetrare Artistiche Toscana Glass Studio  
Creative Glass Studio  
Joseph Bell and Son Glass Studio

## Skills

Mac | PC | Linux

Maya | MEL scripting  
Arnold | MentalRay | RenderMan | Vray  
Nuke | Shake | After Effects  
3D Equalizer | Boujou

Drawing | Photography | Stained Glass  
Stop frame animation | 2D animation | 3D animation  
Set Construction | Lighting - studio & location | SLR, DV, Super 8

## **Education**

July 2005	Soho House - London Shake Compositing – 2 week full time
July – Sept 2004	Stanton School – London MEL scripting – 12 classes
Sept 2002 – March 2003	Southwark University – London Digital Art & Design BTEC
Sept 1994 - July 1997	Camberwell College of Art – London History of Art & Design BA

## **Referee**

### **Anthony Zwartouw**

Cgi Supervisor

Cinesite  
London, W1F 8BH

zwartouw@hotmail.co.uk

### **Max Liani**

Lighting Supervisor

Animal Logic  
Sydney, NSW 2021

maxliani@gmail.com