



Nick Bartone . Lighting Artist

OBJECTIVE

To create stunning visual effects by combining a mixture of my creativity and technical background. I have focused a lot of time and energy on developing my skills in lighting to bring emotion, impact, and visual interest to the works I create. Currently I am looking for entry level positions with the opportunity of working on feature films, commercials, or game related content, following my commencement in May of 2008.

EDUCATION

Bachelor of Fine Arts: Visual Effects
Savannah College of Art and Design

Expected: May 2008
Savannah, Ga

- ◆ Minor - Technical Direction
- ◆ Emphasis - Lighting and Compositing
- ◆ Major GPA - 3.93

TECHNICAL SKILLS

Proficient

- ◆ Maya
- ◆ mental ray
- ◆ Shake
- ◆ HDR Shop
- ◆ Realvis Stitcher Pro (stitching HDR panoramas)
- ◆ Adobe Creative Suite
- ◆ Windows/OSX/Linux

Familiar

- ◆ Python/MEL/RSL
- ◆ Houdini
- ◆ RMS/Renderman For Maya
- ◆ Boujou
- ◆ Vue
- ◆ Maxwell Render

WORK EXPERIENCE

2005 - March 2008

Savannah College of Art and Design

- Director - The Hive (Student Media)

- ◆ Managed a staff of workers varying in size, between 4-12
- ◆ Acted as project manager for past and current web-based development
- ◆ Oversaw participation in and coordinated events on campus

2002-2006

HRMS Incorporated

- Consultant

- ◆ Responsible for web design concept and graphics work for a web-based object oriented product called C-Quenz.
- ◆ Set up the office with a VPN solution for secure home-office communication with the work-office network.
- ◆ Assisted in troubleshooting and maintaining several servers and demo-boxes.

ACHIEVMENTS

- ◆ Honorable mention for lighting at the first annual SCAD Visual Effects Show
- ◆ Awarded a Portfolio Scholarship from Savannah College of Art and Design from, 2004 to present
- ◆ Dean's List standing every quarter
- ◆ National Dean's List - 2006
- ◆ Network + Certified and trained on top-end Cisco network solutions
- ◆ Work featured in the SCAD 3D design foundations show - 2005