



BRITHNEY RIVERA

CG Lighting, Look Development & Compositing

REEL PASSWORD: BRIVERA_REEL2023

Connect

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LinkedIn

Education

School of Visual Arts

(SEPT. 2019 - MAY 2023)

BFA 3D Animation & Visual Effects

WIA Digital Lighting Mentee

(APRIL 2023 - JULY 2023)

Skills

3D/VFX:

- Lighting & Rendering
- Nuke Compositing
- Look Development
- Texturing & Shading
- Modeling (Characters, Assets)
- Python (Beginner)

Software:

- Autodesk Maya
- Arnold Renderer
- Redshift Renderer
- Nuke, NukeX
- Substance Painter
- Adobe Creative Suite
- Zbrush
- Katana (Beginner)

Soft Skills:

- Team Leadership
- Collaborative Work
- Problem Solving & Adapting

Awards

Undergraduate Speaker at Radio City Music Hall:

- Created a speech and spoke for 8+ minutes to the class of 2023 & our families. (With a maraca!)

Best Animation Award:

Ceiba Y Sus Raíces Taínas

IPRHFF 2023, LFF 2023

National Puerto Rican Day

Parade Scholarship Recipient

JUN. 2020, JUN. 2021,

JUN. 2022

Languages

English (Fluent)

Spanish (Fluent)

Work Experience

Freelance CG Look Development & Lighting at Nathan Love (SEPT. 2023-JAN. 2024)

- Focus on Character Modeling, Look Dev., Lighting & Compositing for Productions.
- Lit 20+ shots in 3 weeks for animated short referencing a previous animation.
- Assisted in-house Look Development to Lighting Pipeline for Artists in Redshift.
- Create Lighting and Compositing turntables with Art Directors for client approval.
- Work with Directors to create compelling lighting for dynamic animations.
- Light assets for look development tests, including characters, sets, and hero props.

CG Generalist Intern at Nathan Love (MAY. 2023 - SEPT. 2023)

- Assigned as a Lighting, Compositing, and Look Development Artist for Productions.
- Managed shots, render passes, light rigs, and production assets for consistency.
- Collaborated closely with CG Lead Artists to meet art direction for clients.
- Match elements of artworks into lighting, solve creative & technical issues.

After Effects Intern at The-Artery VFX Inc. (MAR. 2021 - DEC. 2021)

- Interpreted brand guides to create & organize graphic packages for clients.
- Collaborated with team members on all stages of creative development.
- Examined issues & performed technical improvements in concurrent projects.

Computer Art Department Lab Assistant (SEPT. 2022- MAY 2023)

- Assist students with technical needs and required equipment to complete tasks.
- Routinely verify inventory, classrooms, and lab policies.

Visual Arts Student Assoc. Motion Graphics/Video Editor (JUN. 2021 - MAY 2022)

- Created eye-catching graphics for blog posts, webinars, & social media deadlines.
- Edit video content from various recordings for educational informational sequences.

Caregiver at FreedomCare (SEPT. 2019 - PRESENT)

- Assist patient with disabilities in daily activities and ensure needs are met.
- Manage appointments, medical equipment, medications & meal preparations.
- Ensure the physical, emotional & developmental needs of patient are respected.

Collaborative Work

Ceiba Y Sus Raíces Taínas (2023) by Brithney Rivera, Jacqueline Ferreira, & Megan Schmitz

- Director, Environment Modeling, Character Retopo, LookDev, Lighting, Compositing
- Solo Lit & Composited 50+ shots in 2.5 months with 3 characters based on color keys focusing on intimacy, emotion and moving cameras through space.

Dulce (2023) by Aleyda Ortiz, Lok Cheang, & Kevin Class

- Lighter, provide lighting rig templates for scenes, light xgen hair.

Volunteer

3D Modeling Club Co-Leader (JAN. 2022 -MAY 2023)

- Organize events & network with professionals for matriculated SVA students.

La Bodega Latinx Student Union Vice President (SEPT. 2022 - MAY 2023)

- Programmed events & built a safe space for SVA's Latinx student body to engage.