



# BRITHNEY RIVERA

CG GENERALIST | LIGHTING, LOOK DEVELOPMENT & COMPOSITING

REEL PASSWORD: BRIVERA\_REEL

Connect

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## Experience

- **Freelance CG Generalist Artist at Nathan Love** (SEPT. 2023-JULY 2024)
  - Collaborate with Directors & Artistic Leads to create Light Rigs and render layers for various lighting scenarios, including characters, props, environments & interactive FX shots.
  - Light 20+ shots in Arnold/Redshift in 2-4 weeks for animated shorts and commercial advertisements.
  - Light assets for look development tests, including characters, sets, and hero props.
  - Model from scratch, re-topologize, and shade game assets for CG quad. pipeline.
  - Adjust materials in Lighting scenes and work with look development artists on a shot-by-shot basis.
  - Work closely with Compositors to execute consistent color and contrast values across sequences.
- **CG Generalist Apprentice at Nathan Love** (MAY 2023 - SEPT. 2023)
  - Collaborated closely with 3D Lead Artists to discern subtle differences and meet art direction for clients.
  - Shade 50+ assets for multiple characters in 3-4 weeks and Light stills for large billboard printing.
  - Create python scripts and documentation to speed up production and reduce repetitive, tedious tasks.
- **Freelance Compositor, Quality Checker, & VFX Editor at The-Artery VFX Inc.** (OCT. 2024 - FEB. 2025)
  - Composite 2D Animation, Houdini 3D environments, and Live Action Plates in Nuke for client deliveries
  - Quality check rotoscopes and metadata from vendors for in-house compositors.
  - Set up Immersive VR Headset and note any differences in colors, textures, depth, and final conforms.
- **After Effects Intern at The-Artery VFX Inc.** (MAR. 2021 - DEC. 2021)
  - Interpreted brand guides to create & organize graphic design packages for clients.
  - Composited elements from 2D Designs, 3D Renders, and Live Action plates for sports stadium ads.
- **3D Animation & VFX Department Lab Assistant at School of Visual Arts** (SEPT. 2022- MAY 2023)
  - Assist students with technical needs in hardware, 3D softwares, and film equipment,
  - Routinely verified inventory, classrooms, and lab policies, establish a pleasant academic environment.
- **Caregiver at FreedomCare** (SEPT. 2019 - PRESENT)
  - Manage appointments, medical equipment, medications & meal preparations.
  - Ensure the physical, emotional & developmental needs of patient are respected.

## Collaborative Work & Leadership

- **Ceiba Y Sus Raíces Taínas (2023)** by Brithney Rivera, Jacqueline Ferreira, & Megan Schmitz
  - Director, Writer, Lighter, Compositor, Render Wrangler, Character & Environment Modeling, Look Dev.
  - Solo Lit & Composited 50+ shots in 2.5 months with 4 characters using color keys, screencaps & paint overs.
  - Modeled and shaded 300+ assets in 2 months, including Hero Characters and Sets.
- **NY Chapter Co - Lead at Viva La Animación** (AUGUST 2024- PRESENT)
  - Organize events for the NYC Latinx/Hispanic community to engage artists across Animation/VFX disciplines.
  - Resource and coordinate with industry professionals for virtual and in-person networking opportunities.

## Education

- **School of Visual Arts: BFA 3D Animation & VFX** (SEPT. 2019 - MAY 2023)
- **Women in Animation Mentorship Circle: Digital Lighting Mentee** (APRIL 2023-JULY 2023)

## Softwares

- - Houdini (Beginner) - Arnold, Redshift - Python Coding (Interm.) - Adobe Creative Suite - Zbrush
- - Autodesk Maya - Nuke Foundry - Substance Painter (Ae, Ai, Ds, Pr, Ps) - Katana (Beginner)

## Accolades

- **Commencement Speaker at Radio City Music Hall, School of Visual Arts** (MAY 2023)
  - Delivered a motivational 8+ minute speech to the class of 2023 & families, a crowd of over 4,000 people. (With a maraca!)
- **Film Festivals: Best Animation Award: Ceiba Y Sus Raíces Taínas**
  - International Puerto Rican Heritage Film Festival (2023) - Fist Up Film Festival (2024)
  - Lusca Fantastic Film Festival (2023) - School of Visual Arts: Film of Distinction (2023)