

Dear Mr/Mrs,

I am looking to work as a Lighting TD

I was graduated from Metodista of Piracicaba University, Piracicaba with bachelor in Broadcasting. My specialization is 3D Lighting.

During the last five years I have been working and learning CG Lighting (Color Light, Shadows, HDRI, Raytracer, Final Gathering, Global Illumination, among others attributes of light and render), modeling, tracking, composing in Maya and feel confident in their environment. I have a very good knowledge of Maya, Mental Ray shaders, Mental Ray render, Render Man for Maya, Prman, Turtle, Photoshop, After Effects, Digital Fusion, Boujou, Matchmover, Zbrush and Modbox.

I feel I can to light for Film, Game and TV accurately following the provided reference.

Currently I am working for Vetor Zero (www.vetorzero.com), as Lighting TD for commercials. My responsibilities include lighting, modeling, texturing, shading and composing.

I am confident in creating environments and lighting for them and different situations, as you can to see in my site, <http://felipedemattos.com/>

I feel that my diverse background in visual arts makes me a good candidate for this job. Samples of my recent work may be seen at: <http://felipedemattos.com/>

Hope to hear from you.

Sincerely,

Felipe Mattos