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NICK DEBOAR

Experience

3D Artist

May 2016 - Present

Full time freelance 3D Artist.

Workshop Instructor at CGMA | Computer Graphics Master

Academy April 2012 - July 2017 (5 years 4 months)

Arnold and Nuke training

Senior lighter at Rising Sun Pictures

January 2016 - May 2016 (5 months)

Senior Lighter on Game of Thrones Season 6. Also assisted on some shots for Xmen: Apocalypse

Look Development Lead at Rising Sun Pictures

August 2014 - August 2015 (1 year 1 month)

Started as a Senior Look Dev Artists, promoted to Lead in February. Projects include Gods of Egypt, Pan and Tarzan.

Freelance Lighting TD

January 2014 - August 2014 (8 months)

Freelance Lighting TD at Various studios, including:

Method Melbourne

Mighty Nice

Frame Set Match

Antibody

Electric Art

Senior Lighting TD/ Lead Lighter at Animal Logic

April 2013 - December 2013 (9 months)

Senior Lighter on Lego: The Movie

Due to another lead leaving early, promoted to Lead Lighter.

Senior Lighting TD at Animal Logic

August 2012 - April 2013 (9 months)

Senior Lighter on The Great Gatsby

Senior Lighter/Surfacers at Iloura

June 2012 - August 2012 (3 months)

- Pipeline development for Birds Eye
- Shader development (feather/fur/uber)
- Custom lights (hdri/environment and per light aovs)
- Working with Iloura's inhouse APIs

Lead Lighter/Surfacers at The People's Republic of

Animation April 2012 - June 2012 (3 months)

Lighting/Surfacing for a yet to be released Sony Computer Entertainment title.

Freelance Lighting TD/ Digital Artist

February 2012 - May 2012 (4 months)

Freelance 3d Artist. Clients include:

Showpony Advertising

Resin VFX

Kojo Group

CG Workshops

Closer Productions

Lead Lighter/Surfacing TD at The People's Republic of

Animation December 2011 - February 2012 (3 months)

Led a number of Lighters for a yet to be released Sony Computer Entertainment title.

Lighting/Surfacing TD at Dr. D Studios

March 2011 - November 2011 (9 months)

Lighting/Surfacing TD on Happy Feet 2

Lighting Lead at The People's Republic of

Animation November 2010 - February 2011 (4 months)

Lighting lead on DeBlob 2 trailer

<http://www.youtube.com/watch?v=P3hK7mzS1Ms>

Lighting TD at Fuel FX

September 2010 - October 2010 (2 months)

Lighting and Shading on Hanyat (Malaysian Feature). Wrote a Maya to Nuke to exporter; exported camera, object and locator data to Nuke.

Lighting TD

June 2010 - August 2010 (3 months)

Lighting TD on Legend of the Guardians: The Owls of Ga'Hoole

Lighting Lead at The People's Republic of

Animation April 2010 - June 2010 (3 months)

Lighting lead on ModNation trailer for Sony Computer Entertainment

Lighting & Shading TD at Aardman Animations

March 2009 - April 2010 (1 year 2 months)

Lighting TD/Lead on various TVCs

Renderman shader/pipeline development

Lighting TD at Red Vision

March 2008 - October 2008 (8 months)

<http://www.redvision.co.uk/>

VFX Designer

October 2006 - February 2008 (1 year 5 months)

www.oasispost.com.au

Digital Director at The People's Republic of

Animation January 2003 - January 2006 (3 years
1 month)

www.thepra.com.au

Education

Australian Film, Television and Radio school

Shake 101, Digital Media Management, 2006 - 2006

University of South Australia
