

Jared Broddle

Lighting – Lookdev – Generalist

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Objective

CG Artist seeking unique and challenging projects with a desire to take more responsibility and continue learning new skills while improving existing abilities.

Experience

- Pro Unlimited (Apple)** – Digital Artist May 2020 - August 2021
Product Renders for Web and Livestream Announcements
- Griffith Observatory** – CG Generalist February 2018 - March 2020
Signs of Life
- Framestore** - Generalist December 2016 - February 2018
BYD, Gatorade, Intel Smithsonian VR Experience, Arconic, iPhone Clips AR Background
- JAMM** – Lighter December 2017 - January 2018
Lexus
- MPC** – Senior Lighter November 2017
Honda
- Electric Theatre Collective** – Lighter, Lookdev, Generalist January 2016 - September 2017
Comcast, Penzoil, Jose Cuervo, Nissan, Acura, Modesto, Audi, Ally Bank, Nest, Chromeo
- OTOY** - Generalist March 2017
Disney World's "Pandora – The World of Avatar" 360 Video
- Practical Magic VR** - Generalist August 2016
Assassin's Creed VR Experience
- Kelvin Optical (Bad Robot)** - Lighter April 2016 - June 2016
Star Trek Beyond
- Logan** – Composer, Lighter September 2015, September 2017
Apple TV, Casio G-Shock, Square
- Dreamworks Animation** – Lighting T.A. April 2014 - January 2015
B.O.O.

Education

Savannah College of Art and Design September 2009 - June 2013
Bachelors of Fine Art, Technical Direction Minor

Skills

Disciplines: Lighting, Lookdev, Compositing, Texturing, Modeling

Software: Maya, Houdini, Nuke, Mari, Substance, Arnold, Vray, Mantra