

# Jared Broddle

## Lighting – Compositing – Generalist

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## Objective

Seasoned CG Artist with a proven track record in lighting, compositing, and generalist roles, eager to leverage extensive industry experience into a permanent position within a dynamic studio environment. Seeking opportunities to take on increased responsibility, contribute to innovative projects, and further develop skills while making a meaningful impact on high-profile productions.

## Experience

**Magnit (Apple)** – Digital Artist - Lighter, Visual Effects Supervisor May 2020 - October 2024  
*Product Renders for Web and Livestream Announcements*

**Psyop** – Lighter November 2022 - December 2022  
*Apex Legends - Season 12 Cinematic*

**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, December 2022  
*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*

**Kelvin Optical (Bad Robot)** - Lighter April 2016 - June 2016  
*Star Trek Beyond*

**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, Compositing, Lookdev, Texturing, Modeling, Animation

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

**Hardware:** Photography, Videography, Audio/Video, Networking, Computers