

JEFF CATTIE

www.jeffcattie.com
jcattie@gmail.com
o: 323-659-0588
m: 267-872-2154

LOOK DEV | LIGHTING | MODELING | TEXTURING

Experienced CG Lighter and Generalist looking to further a career in and contribute tools to the VFX industry for film and television.

www.linkedin.com/in/jeff-cattie

WORK EXPERIENCE

FEB'22 to JUN'26 **CG Lighter/Generalist**
Ingenuity Studios - Los Angeles, CA

- CG Lighting Artist and Generalist working in a Maya/Houdini Solaris environment responsible for various stages of the production pipeline including modeling, texturing, look dev, and lighting
- Working with ShotGrid for production posting, tracking and review
- Using RenderMan to set up/send various lighting passes and mattes to render farm, consistently at the top of render farm reports for low average frame times, low RAM usage, low average errors, utilized pruning and automated culling of geometry and instances, re-caching, and light optimization to reduce times by over 500%
- Creating assets in Maya/Substance Painter, optimization for real-time shot work in Unreal Engine
- SOPs workflows for procedural geometry and FX simulations in Houdini, RBD, Pyro, and Vellum
- LOPs workflows for combining multiple authored USD assets, manipulating USD attributes with VEX
- Putting together complex slap comps with passes in Nuke for review and reference by compositors, using roto mattes from comp and rendered passes.
- Working with photogrammetry, LiDAR scans, and HDRI maps, setting up assets and scene lighting.
- Learning, working with proprietary tools for more efficient shot/asset setup and workflow
- Python scripting in Houdini, reduced asset prep time to one-click, generating all geometry and shader nodes.
- Shows include: Weapons, The Sympathizer, The Nun 2, Poker Face, Black Mirror S06, The Orville: New Horizons, S.W.A.T., One Piece (2023), Mayor of Kingstown, Young Rock

NOV'25 to current **VFX Supervisor**
The Fixer - Los Angeles, CA

- On-set advising and VFX workflow for short film
- Capture of camera tracking data, photographic reference, human actor photogrammetry, LiDAR, and HDRIs
- Weekly review and guidance of other artists' shots, simulation, lighting, and compositing

DEC'18 to APR'19 **Freelance Web Developer**
ICS Corporation - Los Angeles, CA

- Development of multi-tier web system connecting simplified user interface with business systems, local database, and sensor systems, allowing account management team to monitor production of jobs.
- Connections to and from other proprietary software APIs (cURL).
- Python and MySQL coding in Linux-based RPIs with sensor input.
- languages: Python, MySQL, HTML, CSS, JavaScript/JQuery/AJAX, PHP/SQLSRV, cURL, C#

EDUCATION

JAN'19 to DEC'21 **Gnomon School of VFX - Los Angeles, CA**
Bachelor of Fine Arts, Digital Production

3D Generalist concentration

3.7 GPA

President, Animation Club

Activities/Societies:

- Animation Club, President
- Gallery Girls Live Drawing
- Art of Marvel's Spider-Man
- Creating Relatable Characters with MPC
- Demo Reel Boot Camp with DreamWorks, The Mill, Infinity Ward, and Industrial Light & Magic
- Art of Captain Marvel: An Evening of Visual Development with Marvel Studios
- The Road to Avengers: Endgame With Marvel Studios
- Designing Futuristic Vehicles: 3D Concepting
- Behind the Scenes of Spider-Man: Into the Spider-Verse
- The Evolution of Game of Thrones' Dragons with Pixomondo Studios



SKILLS

3D Animation
3D Lighting/Compositing
UV(UDIM workflow)/Texturing
3D Sculpting
3D Modeling
Programming (Python, Java, C#)

RECOGNITION

Rookie Awards 2020 - Draft Selection

Gnomon Best of Term - Summer 2021
Creature Animation

Gnomon 2020 Student Gallery
(online cover feature)

ChaosGroup Interview - Gnomon Students
Pave The Way For The Future Of 3D

SOFTWARE/ PROGRAMMING

Autodesk Maya/MEL, BiFrost
Maxon ZBrush
Substance 3D Painter
Quixel Megascans, Mixer, Bridge
Unreal Engine 5.6
Foundry Nuke, Mari
Marvelous Designer
SpeedTree
World Machine
SideFX Houdini, Solaris
RenderMan, V-Ray, Arnold, Karma
Adobe Acrobat Pro
Adobe Creative Cloud (active)
Adobe After Effects, Media Encoder
DaVinci Resolve
JavaScript (jQuery, AJAX),
Java, C#, Python
MySQL, SQLSRV, cURL
Adobe JavaScript APIs
PHP, HTML, CSS