

LISA BIRD

Lighting and Compositing Artist

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Education

Bachelor of Fine Arts in Animation, Minor in Computer Science and Japanese

Brigham Young University

Graduated April 2024

Skills

Software — Houdini, Solaris, Maya, Unreal Engine, Nuke, Katana, Substance Painter, USD Workflow, Shotgrid, Perforce

Programming Languages — C++, C, Python, Houdini's VEX, Java, UE Blueprints

Awards

2025 and 2024 College Television Awards Winner

Student Accomplice: BYU 2024 Student Film

The Witch's Cat: BYU 2023 Student Film

2024 Student Academy Awards Bronze Award

Student Accomplice: BYU 2024 Student Film

2024 The Rookie Awards: Film of the Year Winner

Student Accomplice: BYU 2024 Student Film

2025 VES Nominee: Outstanding Visual Effects in a Student Project

Student Accomplice: BYU 2024 Student Film

Professional Experience

Lighting and Compositing Artist, CG Generalist

Nickelodeon

01/2025 – present

- Transformers: Earthspark: Designed light rigs (for interior and exterior sets) in Maya/Arnold to be used by overseas vendor studio, implemented final comp fixes as a retake/compositing artist, and animated 2D effects
- Max and the Midnighters: Executed camera and FLO fixes for VIS team, set up unreal project files for lighting, created set light rig, and lit 36 shot sequence in Unreal Engine
- Created photoreal cg assets, integrated the render in a photo, and posted final comps and breakdowns to social media every two weeks as a supplement to production work

Lighting Artist

FrameMachine

09/2024 – 01/2025

- Lit characters and cosmetics (backpacks, kicks, pickaxes, gliders, and wraps) for Fortnite Marketing Team in Unreal Engine
- Addressed client's notes and iterated quickly to hit deadlines, while debugging FX and render issues I encountered along the way

CG Instructor | Teaching Artist

Utah Film Center

07/2024 – 10/2024

- Designed and led 1-hour animation workshops- taught the CG pipeline and principles of design to elementary school classrooms, all while managing students' engagement and learning

Lighting Lead and Artist

BYU Center for Animation

08/2022 – 06/2024

- Oversaw lighting, and worked as a Lighting and Compositing Artist for an 8 sequence/138 shot short film *Student Accomplice* (2024), lit/rendered in Renderman for Houdini Solaris, using USD workflow
- Lighting and Compositing Artist for short film *The Witch's Cat* (2023)

CG Generalist

BYU Continuing Education

06/2022 – 10/2022

- Produced animated videos using Maya, Unreal Engine, Substance Painter, Motionbuilder, and XSens from concept to final pixel
- Created environments, brought in animations, lit, and rendered sequences in Unreal Engine using Sequencer and MRQ

Computer Systems (CS 224) Teaching Assistant

Brigham Young University

08/2020 – 06/2021

- Taught computer systems, architecture, image filters, and pipeline to 10 person recitation sections
- Programmed and debugged code in C and assembly code and answered students' questions in a help queue