

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 — Nuke, Houdini Solaris
(Renderman, Karma), Maya (Arnold),
Unreal Engine, Katana, Substance Painter,
USD Workflow, Shotgrid, Perforce •

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

Awards

College Television Awards Winner 2025 and 2024

Student Accomplice: BYU 2024 Student
Film

The Witch's Cat: BYU 2023 Student Film

VES Nominee: Outstanding Visual Effects in a Student Project 2025

Student Accomplice: BYU 2024 Student
Film

Student Academy Awards Bronze Award 2024

Student Accomplice: BYU 2024 Student
Film

The Rookie Awards: Film of the Year Winner 2024

Student Accomplice: BYU 2024 Student
Film

Professional Experience

Paramount Animation

Associate Compositing Artist

07/2025 – Present

- Produce shot setups for compositing, execute final layout, and implement DI mattes for the 2D animated film *The Legend of Aang*
- Set up 2D footage in a 3D multiplane using projections and cards in Nuke, animate cards and 3D camera, and add depth to compositions

Nickelodeon Animation Studio

Lighting and Compositing Artist, CG Generalist

01/2025 – 07/2025

- Nick Artist Program: Created photoreal CG assets, integrated the render in a photo, and posted final comps and breakdowns to social media as a supplement to full-time production work
- *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 Midknights*: 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

Frame Machine

Lighting Artist

09/2024 – 01/2025

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

Utah Film Center

CG Instructor | Teaching Artist

07/2024 – 10/2024

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

BYU Center for Animation

Lighting Lead and Compositing Artist

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)

Brigham Young University Computer Science Department

Computer Systems (CS 224) Teaching Assistant

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 and answered student questions in a help queue