



## Huan Tran - Lighting & Compositing

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Currently a lighting TD aiming to expand my skillset and experience to better assist and support team members as well as be more flexible in productions.

### Experience:

#### **Lighting TD - Rhythm & Hues - Los Angeles, CA - May 2008 - Present**

*Yogi Bear* (May 2010 - Present)

*The A-Team* (February 2010 - May 2010)

*Alvin and the Chipmunks 2* (June 2009 - November 2009)

*Land of the Lost* (November 2008 - May 2009)

*Aliens in the Attic* (June 2008 - October 2008)

Shot lighting using Rhythm & Hues proprietary software. Lit CG characters and objects to match live action plates. Shots were roughly composited, then elements were passed onto compositors. Worked in sequence teams of roughly 20 lighters/compositors.

#### **Compositing - Crazy Dream Sound - San Francisco, CA - 2008**

*Leaving* (2009) - short film

Freelance compositing work for the short film *Leaving* under the direction of Norman Kern and Aifen Wang of Crazy Dream Sound.

#### **CG Generalist - Real Media Digital Production - Lenexa, KS - April 2007 - April 2008**

Modeling, texturing, lighting and animation with 3ds Max and Brazil Renderer. Graphic/broadcast design work with Aftereffects and Illustrator. Animations produced for TV broadcast or display on stadium videoboards of varying sizes, resolutions, and aspect ratios. Some compositing and effects for independent films.

#### **Matte Painter - Smorgasburgh - Savannah, GA - Winter 2005 - Spring 2006**

Sky replacements and destruction matte paintings. Student short film.

### Programs and Skills:

Experience working in small production teams as well as in large feature film productions. Good understanding of large production pipelines, general lighting and rendering techniques, multi-pass rendering and node-based compositing. Accustomed to working with linux based systems.

\*Photoshop \*AfterEffects \*Illustrator \*3ds Max

\*Brazil \*Ultimatte \*Maya \*Mental Ray \*Shake

\*Rhythm & Hues proprietary software \*Some experience with Renderman

### Education:

Savannah College of Art and Design – Savannah, GA (2004-2006)

Bachelor of Fine Arts in Visual Effects – Magna Cum Laude - 3.66 / 4.00 GPA

University of Kansas - Lawrence, KS (2001-2004)

Majored in Industrial Design

\*References and recommendations available upon request