**Ashley Nichole Graham**

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**EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Ringling College of Art and Design**, Sarasota, FL **Concept Design Academy**, Pasadena, CA

Bachelors of Fine Art 2013 Non-Credited, June 2012 – August 2012

Major: Computer Animation GPA: 3.30/4.00 Workshops: sketching and digital painting

**CG EXPERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Senior Lighting TD and Compositing Artist,** ICON Creative Studio, Vancouver BC. Sept. 2018 – current

Worked as a Senior Lighter / Compositor on the animated Netflix Original “Super Monsters Season 2” and Disneys “T.O.T.S”;

* Lit and composited shots for several episodes; assist the team by problem solve assets and helpping with any technical issues; Used Maya and Arnold

**Lead Lighting TD and Compositing Artist,** ICON Creative Studio, Vancouver BC. Sept 2016 – Sept 2018

Worked as a Lead Lighter / Compositor on the animated TV show “Disney’s Goldie & Bear Season2”;

* Assisted superviser with new hire training, asset development, trouble shoting, and management of teams; Also lit and composited shots for several episodes; Used Maya and Arnold

**Lighting TD and Compositing Artist,** Sony Imageworks, Vancouver BC. Jan. 2016 – Aug. 2016

Worked as a lighter on a up coming animated feature “Storks”;

* There I Lit/Composited my own shots; Used Katana, Arnold, & Nuke.

**Lighting TD and Compositing Artist,** ICON Creative Studio, Vancouver BC. Feb. 2015 – Jan.2016

Worked as a Lighter / Compositor on the animated TV show “Disney’s Goldie & Bear”;

* Lit and composited shots for several episodes and also light environments for sequences; Used Maya and Arnold

**Lighting TD,**  *Moving Picture Company,* Vancouver BC. Dec. 2014- Feb. 2015

Worked as a Lighter for there up coming Films.

* Also did HDRI prep and lighting prep for another film; Used Katana and Renderman

**Jr. Lighter/ Compositor,** *Reel FX,* Dallas, TX. Feb. 2014 – Aug. 2014

Worked as a Jr. Lighter / Compositor on the animated feature film “ The Book of Life”:

* Assisted Lighting leads to finish shot sequences by lighitng and compositing my own shots; used Houdini and Nuke.

**Freelance Modeler and Animator,** *Makerbot,* Brooklyn, NY. Oct. 2013 – Jan. 2014

Modeled 3D print in Zbursh and Maya

**Media Internship,** *Falcon's Treehouse,* Orlando, Fl. May 2013 - Aug 2013

Textured, set dressed, and modeled various props and environments for attractions in the Cartoon Network and Marvel zones of IMG World of Adventure

 **SKILLS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Extensive knowledge of Autodesk Maya 2010-2014, Arnold, Pixar Renderman 2010-2013, working knowledge of Adobe Photoshop, Adobe Premiere, MS office Suite, Corel Painter, Foundry Nuke, Vray, Zbrush, Houdini, and Katanna.

**AWARDS**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Senior thesis won gold at 40th Student Academy Award, Siggraph Asia 2013, Vimeo Staff pick 2013, featured on CG Meet Up, Presidents List 2012-2013, Senior thesis film appeared in the Best of Ringling juried show 2013, Appeared in Best of Freshman Core show 2010, Received Chuck Smith Scholarship 2009-2013, 1st place in 2D/3D design at Redlands East Valley High Senior Show 2005.