

# Jared Brient

## Lighting . Compositing Look Development

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### Films

- KPOP: DEMON HUNTERS
- A MINECRAFT MOVIE
- GHOSTBUSTERS: FROZEN EMPIRE
- SPIDER-MAN: ACROSS THE SPIDER-VERSE
- THE SEA BEAST
- MITCHELLS VS THE MACHINES
- TERMINATOR: DARK FATE
- SPIDER-MAN: FAR FROM HOME
- SPIDER-MAN: INTO THE SPIDERVERSE
- LUCKY THIRTEEN (LDR)
- BLACK PANTHER
- THOR: RAGNAROK
- SPIDER-MAN HOMECOMING
- SMURFS: THE LOST VILLAGE
- STORKS
- GHOSTBUSTERS
- ALICE THROUGH THE LOOKING GLASS
- PIXELS
- FAST & FURIOUS 7
- BLACKHAT
- TEENAGE MUTANT NINJA TURTLES
- TRANSFORMERS: AGE OF EXTINCTION
- THE AMAZING SPIDER-MAN 2
- BLENDED
- CLOUDY WITH A CHANCE OF MEATBALLS 2
- SMURFS 2
- OZ: THE GREAT AND POWERFUL
- THE AMAZING SPIDER-MAN
- PROMETHEUS
- HARRY POTTER AND THE DEATHLY HOLLOW: PART 2
- X-MEN: FIRST CLASS
- THE CHRONICLES OF NARNIA; THE VOYAGE OF THE DAWN TREADER
- ALICE IN WONDERLAND
- CATS AND DOGS 2
- G-FORCE
- THE DAY THE EARTH STOOD STILL
- THE CURIOUS CASE OF BENJAMIN BUTTON
- THE INCREDIBLE HULK
- FANTASTIC FOUR 2: RISE OF THE SILVER SURFER
- HAPPY FEET

## Work Experience

**Sony Pictures Imageworks** Culver City, CA 2/15- Present

*Lighting Lead, Compositor*

Compositing and/or lighting for a variety of projects in VFX and feature animation including Spider-Man Homecoming, and Spider-Man: Into the Spideverse, and The Mitchells vs The Machines.

**Blur Studios** Culver City, CA 7/19- 9/19, 8/24-10/24

*Compositor, Scene Assembly*

Compositing and scene assembly on *Terminator: Dark Fate*, and *Love, Death + Robots*

**Luma Pictures** Santa Monica, CA 7/17- 10/17, 12/18- 2/19

*Lighting TD, Compositor*

Lighting and/or compositing for a number of shots in *Thor: Ragnarok*, *Black Panther*, and *Spider-Man: Far From Home*

**Digital Domain 3.0** Los Angeles, CA 9/14- 2/15

*Compositor*

Compositing for many shots on *Blackhat*, *Blacksails*, and *Furious 7*

**Industrial Light & Magic** San Francisco, CA 4/14- 7/14

*Lighting TD*

Lighting on *Transformers 4: Age of Extinction* and *Teenage Mutant Ninja Turtles*.

**Sony Pictures Imageworks** Culver City, CA 1/12- 4/14

*Lighting TD*

Lighting, and compositing on shows including *The Amazing Spider-Man*, *Oz: The Great and Powerful*, and *Cloudy with a Chance of Meatballs 2*

**The Moving Picture Company** London, UK 4/10- 12/11

*Senior Lighting TD - Lighting Lead*

Shot lighting on *Narnia*, key lighting on *X-Men* and *Harry Potter*, and lighting lead on *Prometheus* which included lookdeving the alien ship.

**Sony Pictures Imageworks** Culver City, CA 1/09- 2/10

*Lighting and Compositing TD*

Key lighting, shot lighting, compositing, and stereo compositing on *G-Force*, *Cats and Dogs 2*, and *Alice in Wonderland*

**Hydraulx** Santa Monica, CA 12/06- 01/09

*Lighting/Look Dev Artist*

Lighting, look dev, and texturing for a range of CG elements using *Maya*, *Mental Ray*, and an array of proprietary *Mental Ray* shaders.

**Rhythm & Hues** Los Angeles, CA 6/06- 11/06

*Lighting TD*

Lighting of penguin characters in "Happy Feet" for several shots using a light comp based work flow.

## Education

**Ringling College of Art and Design** Sarasota, FL 2002- 2006

Bachelor of Fine Arts: Computer Animation

## Skills

Lighting, rendering, look development, and compositing.

## Software

*Maya*, *Katana*, *Nuke*, *Shake*, *Arnold*, *Renderman*, *Mental Ray*, *V-Ray*, *3ds Max*