BROOKE BEANE

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www.thebeanelife.com

US & CA Citizenship

SKILLS

- VFX, CG light/comp
- Leadership
- Sequence setup
- Shot completion in mono and stereo
- Optimization
- Technical problem solving
- Mulit-shot workflows
- 12-15k format rendering

Software:

- Katana
- Houdini (Solaris)
- Maya
- Nuke
- Photoshop
- After Effects
- Experience with AutoCAD

- Shotgun/grid

Renderers:

- Arnold
- Mantra
- V-Ray
- MoonRay
- PRman

OS:

- Linux
- Mac
- PC

Programming:

- Experience writing in C++
- Max/MSP and Jitter

PROFILE

I have been working in the VFX and Animation industry since 2007, which has allowed me to develop a strong independent workflow, and a finely tuned artistic eye while working well in a team environment. I excel in fast-paced and challenging projects that allow me to expand my leadership skills and explore my creative vision.

EXPERIENCE

Paramount Animation — Los Angeles

Sr. Compositor — June 2025 - Present

- Compositing for anime style feature film
- Part of the initial team to setup the Compositing Dept at the studio: recommend tools and develop workflow methods as needed.
- Films: **The Legend of Aang: The Last Airbender**

DreamWorks Animation — Glendale

Sr. Lighter & Compositor — Sept. 2018 - Dec. 2024

- Lead lighter for the Marketing Department: Render 12-15k images, setup and light/comp short film, commercials, stills — **Puss 'N Boots 2** production
- Worked with SideFX to improve Solaris development
- Worked on a small team to give lighting feedback for dev. of studio's new pipeline
- Setup sequences, light/comp shots from start to finish, lookdev adjustments
- Consistently trusted to setup and light/comp one-off sequences and shots
- Write documentation for workflows and tool usage when needed
- Films: **Abominable, Trolls World Tour, Boss Baby 2, Trolls Holiday Special, The Bad Guys, Trolls Band Together, Ruby Gillman the Teenage Kraken, Kung Fu Panda 4, Wild Robot**

Sony Pictures Imageworks — Vancouver & Los Angeles

Sr. Lighter & Compositor — Jan. 2015 - Mar. 2016 | Nov. 2017 - Aug. 2018

- Light/comp shots from start to finish
- Rig setup
- Lookdev adjustments as needed
- Mentor new artists - train on tools, lighting guidance
- Films: **Hotel Transylvania 3, Smallfoot, Angry Birds, Hotel Transylvania 2, Pixels**

Lighter & Compositor — Jan. 2011 - Aug. 2013

- Light/comp shots from start to finish
- Optimization of large city sets and assets
- Setup IBL light rigs for live action films
- Films: **Cloudy with a Chance of Meatballs 2, Arthur Christmas, The Great and Powerful Oz, The Amazing Spiderman**

Animal Logic — Vancouver & Sydney
Sr. Lighter & Compositor — May 2016 - Sept. 2017

- Setup sequences, light/comp shots from start to finish
- Mentor new artists - train on tools, lighting guidance
- Setup, lit and comped to completion all shots in entire sequence
- Setup and light/comp one-off sequences and shots.
- Films: **Lego Batman, Lego Ninjago**

MPC — Vancouver
Sr. Lighter — Aug. 2014 - Dec. 2014

- Shot lighting of CG elements
- Lookdev of several non-furry animals using PRman
- Films: **Night at the Museum: Secrets of the Tomb**

Method Studios — Vancouver
Lighter — Sept. 2013 - Mar. 2014

- Shot lighting of CG elements
- Films: **The Maze Runner**

Rhythm and Hues Studios — Los Angeles
Lighter — May 2007 - Dec. 2010

- Worked in Malaysian office to help establish lighting/compositing pipeline
- Worked on environment team to develop cloud shader and Houdini lighting tool
- Shot lighting of CG elements
- Films: **Yogi Bear, The A-Team, The Wolfman, Aliens in the Attic, Night at the Museum: Battle of the Smithsonian, Cirque du Freak, The Mummy: Tomb of the Dragon Emperor, Alvin and the Chipmunks**

Corgan Media Lab — Dallas
3D Generalist — Oct. 2006 - Apr. 2007

- Architecture renderings and animations for nationwide clients
- Responsible for modeling, textureing/shading, environment layout, lighting, rendering and compositing to final image

EDUCATION

Texas A&M University — M.S. in Visualization Sciences

- Master's Thesis topic: **Generating Audio-Responsive Video Imagery in Real-Time for a Live Symphony Orchestra Performance**
- Wrote program using Max/MSP/Jitter software to visually tell the story of the music - a self-taught process
- Designed system to feed live orchestra audio into program for real-time processing
- Created all visual elements used in live performance
- Collaborated with symphony director/conductor to determine cohesiveness of the performance

Texas A&M University — Bachelor of Environmental Design