



# Derek Beck

## Lighting / Compositing Artist

Highly creative and adaptive lighting/compositing artist with 3+ years experience in the industry. Accustomed to working independently and collaboratively on projects; committed to achieving stunning visuals with narrative-focused lighting. Continually striving to use my unique artist and technical background to tackle problem solving from a new perspective.



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### Education

**B.S. in Visualization**  
Texas A&M University | Texas  
Sep '14 - May '18

**Semester Study Abroad**  
A.I.E Institution | Bonn, Germany  
Jan '17 - May '17



### Skills

Lighting  
3D Rendering  
Compositing  
Scripting  
Camera Layout  
Shading



### Software

Katana  
Maya  
Nuke  
Photoshop  
After Effects  
RV  
Linux



### Renderers

RenderMan  
Redshift  
Vray  
Arnold



### Scripting

Python  
MEL



### Experience



#### Lighting / Compositing Artist

*DreamWorks TV, California (Remote)*

*Apr '22 - Present*

Working as part of the HUB team that is responsible for shaping the look and feel of the show. Working from a broad overview of creating lighting setups, assets, presets, and Nuke Gizmos for characters and sets that are then used by partner studios for episodic work.



#### Lighting / Compositing Artist

*Element X, Texas*

*Jan '21 - Apr '22*

Main artist in charge of lighting and compositing work on studio projects. Assisting with layout, set dressing, texturing, and other miscellaneous tasks when help was needed.



#### Lighting Artist

*Baobab Studios, California*

*Oct '20*

Responsible for lighting and rendering marketing material for VR animated short, Baba Yaga, using Maya and Arnold.



#### Lighting Artist

*MPC, Montreal, Canada*

*Feb '19 - May '20*

Responsible for creating sequence light rigs, shot lighting, FX shot lighting, rendering, and scene optimization on feature film productions. Working with Lead and Key artists to deliver consistent quality shots.



#### Lighting Artist

*Rooster Teeth Animation, Texas*

*Jan '19 - Feb '19*

Handled shot lighting, rendering, render optimization, and asset management across assigned shots. While working with Lead artists to maintain a consistent look across sequences.



### Organizations

#### Texas A&M University ACM SIGGRAPH Officer

*President May '17 - May '18 | Secretary May '16 - Dec '16 | Treasurer Jun '15 - May '16*

Managed other officers as well as oversaw the organization of events, financial accounts, documents, spreadsheets, and memberships.

#### SIGGRAPH Conference Student Volunteer

*2017 Los Angeles | 2018 Vancouver*

Tasked with essential duties to help the conference run smoothly