

# ETHAN CLARK



LIGHTING ARTIST /  
3D GENERALIST

## ◆ PROFILE ◆

CG Artist for film & games with a strong traditional and digital background. Based in Hollywood, specializing in modeling, texturing, and lighting

## ◆ CONTACT ◆

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## ◆ SKILLS ◆

Shot-Specific Lighting

Light Rig Setups

Hard Surface Modeling

Environment Creation

Texturing/Shading

Look Development

Character Sculpting/Organic Modeling

Rendering & Render Management

Compositing/Image Finaling

Communication/Teamwork

Listening/Receiving Feedback

## WORK EXPERIENCE

### 3D Generalist

Half M.T. Studios

December 2023 - Present

- Part-time independent contractor for "The Threadlings" -- A 15-minute cinematic short film in Unreal Engine 5 by award-winning film makers Miguel Ortega & Tran Ma
- Responsible for modeling, texturing, & lighting sets to look like they are made of cloth/fabric using Unreal Engine 5, Marvelous Designer, Maya, and Substance Painter

### 3D Generalist

CheckpointVFX

March 2023 - Present (Ending March 2024)

- Independently shipped over 200 shots for stylized feature film "Takeover".
- Responsible for modeling, texturing, lighting, set assembly, rendering, render wrangling, and some animation.
- Sets created included realistic urban interior and exteriors -- city alleyways, streets, warehouses, and nightclubs.
- Proficiency with pre-made assets from the studio library + KitBash3D, as well as creating assets from scratch.
- Worked remotely as part of a team with two daily video meetings and ShotGrid collaboration.
- Used Clarisse, Maya, Substance Painter, Photoshop, and ShotGrid.

### Oil Painting Instructor

The Art Academy & Evolve Artist

Jan. 2019 - March 2021

- Assisted in teaching children's physical traditional drawing & painting classes along with head instructor/professional portraitist Piper Talladay.
- Moved into an instructor position at the studio's online education program, Evolve Artist, grading student homework assignments twice a week and providing weekly lectures on digital art, teaching amateur and professional artists of all ages.

## ACHIEVEMENTS

### Published Articles Nov '22, Feb '23, Dec '23

#### The Rookies, 80 LEVEL, 3D World

Was specifically asked to write breakdowns for the Rookies & 80 LEVEL blogs detailing technical workflow and creative process for my pieces, "Ambrosia", "Palia House", and "Adventure Boys".

### 2-Time Rookies Finalist

#### The Rookies July 2022, July 2023

Selected as a finalist for both the 2022 and 2023 Rookie Awards mentorship opportunity by ON Animation, after receiving a draft selection both years and an excellence award in 2022.

## SOFTWARE

- Autodesk Maya
- Blender
- ZBrush
- Nuke
- Substance Painter
- Substance Designer
- Mari
- Adobe Photoshop
- Adobe Premiere
- Clarisse
- Unreal Engine
- Marmoset Toolbag
- Houdini
- Gaea
- SpeedTree
- Marvelous Designer
- Yeti
- V-Ray
- Arnold
- Shotgrid

## EDUCATION

### Gnomon School of VFX, Games, and Animation

Los Angeles, CA

Oct. 2019 - Dec. 2022

High-rigor accredited institute specializing in digital production & VFX for film & games industry. Noteworthy for a full staff of working professionals in the film & game industries. Achieved a BFA in Digital Production with a focus in Game Art.

### The Art Academy

Hillsborough, NJ

2017 - 2019

Participated in a gap year/full-time mentorship under professional illustrator and portraitist Kevin Murphy, trained as a classical oil painter. Learned skills such as drawing, rendering, color theory, composition, and photography.

### Raritan Valley Community College

Branchburg, NJ

Sept. 2017 - May 2019

Received an AFA in Visual Arts, honored with 4.0 GPA, Dean's List, President's List, Phi Theta Kappa Honors Society.