

# Christos Tzeremes

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## Work Experience

### Blue Sky Studios, Greenwich CT

*September 2010–Present*

#### Lighting TD

- Trusted with difficult senior level shots to take through lighting and comp
- Frequently given master shots and short segments of sequences to finish alone
- Work closely with Supervisor and Art Director to achieve new looks and push lighting styles
- Responsible for highest number of shots completed in most films

### Doodle Pictures Studios, Enfield, CT

*February 2010*

#### CG Lighter

- Lighting on Lego shorts covering many different properties (Star Wars, Prince of Persia, City)
- Look dev for Lego Star Wars Posters

### Nick Jr., New York, NY

*May 2010–September 2010*

#### CG Modeler

- Modeling and texturing characters and props for Team Umizoomi on Nick Jr.

## Education

Rochester Institute of Technology  
BFA, Film and Animation 2009  
European History Minor  
GPA 3.8, Dean's List

## Films

- The Story of Ferdinand
- Ice Age 5
- Peanuts
- Rio 2
- Epic
- Ice Age 4
- Rio
- Team Umizoomi *Season 2*

## Skills

- Master level lighting knowledge
- Advanced node based compositing experience
- Advanced modeling skills
- Basic shading and texture painting
- Render troubleshooting and wrangling experience
- Familiar with basic MEL and Python

## Software

- Extensive experience in Maya, Nuke, Zbrush, Modo, After Effects, Adobe Photoshop, Final Cut and Pro tools
- Windows, Mac and Linux operating systems

## Other

- Two years of university level math, physics and engineering courses
- Fluent in Greek and some French
- EU/US citizen. Can work in US and EU without visa.

## References

Haji Uesato | Blue Sky Studios, Lighting Supervisor | Haji@blueskystudios.com

Angel Camacho | Blue Sky Studios, Lighting Lead | acamacho@blueskystudios.com

Brandon May | Blue Sky Studios, Lighting TD | mayb@blueskystudios.com