

Huan Tran – Lighting Artist

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A lighting artist always seeking to expand my skillset and experience to better assist and support team members, as well as be more flexible in productions. Experienced in lighting for live action film and videogames.

Experience:

Lighting Artist – Ready at Dawn Studios - Irvine, CA - (October 2013 – Present)

The Order: 1886 (2015)

Lighting artist for a Playstation 4 title. Lit gameplay environments, characters, and cinematic sequences using Maya and proprietary tools, piped through a real-time engine.

Lead Lighting TD - Rhythm & Hues - Los Angeles, CA - (June 2011 – April 2013)

The Life of Pi (2012)

Alvin and the Chipmunks 3 (2011)

Lighting lead for a Los Angeles based sequence team for Life of Pi. Responsible for shot lighting, lighting setup and assisting team lighters. Helped test new techniques and troubleshoot issues. For Alvin 3, I worked remotely as lead for a sequence team based in Hyderabad, India.

Lighting TD - Rhythm & Hues - Los Angeles, CA - (May 2008 – April 2013)

Percy Jackson: Sea of Monsters (2013)

R.I.P.D. (2013)

X-Men: First Class (2011)

Hop (2011)

Yogi Bear (2010)

The A-Team (2010)

Alvin and the Chipmunks 2 (2009)

Land of the Lost (2009)

Aliens in the Attic (2009)

Shot lighting using Rhythm & Hues proprietary software. Lit CG characters and objects to match live action plates. Small amount of environment lighting as well.

CG Generalist - Real Media Digital Production - Lenexa, KS - (April 2007 - April 2008)

Modeling, texturing, lighting and animation with 3ds Max and Brazil Renderer. Graphic/broadcast design work with Aftereffects and Illustrator. Animations produced for TV broadcast or display on stadium video boards of varying sizes, resolutions, and aspect ratios.

Programs and Skills:

Experience working in production teams of all sizes, in-person and remotely.

Good understanding of large film production pipelines, general lighting and rendering techniques, node based compositing packages, real time rendering technologies.

Education:

Savannah College of Art and Design – Savannah, GA (2004-2006)

Bachelor of Fine Arts in Visual Effects

University of Kansas - Lawrence, KS (2001-2004)

Majored in Industrial Design