

# Sophia Klintsaris, Lighting Artist, Background Painting, Mattes

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## SUMMARY OF QUALIFICATIONS

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- Strong understanding of the various principles and styles of lighting
- Fast, efficient learner
- Solid work ethic and able to work under pressure
- Capable of identifying and resolving technical problems in a timely manner
- Excellent organizational and time management skills; capable of meeting deadlines by effectively prioritizing tasks
- Able to communicate with project members over multiple platforms such as email, Google meets and Discord
- Strong understanding of different painting techniques in programs such as Adobe Photoshop and Clip Studio Paint
- Able to accurately match the desired style of a production

## EDUCATION

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**Animation Diploma (Classical and Computer Animation & Production)**      2017 - 2020  
Lighting and Background Painting  
Max the Mutt College of Animation, Art and Design

**High School Diploma**      2013 - 2017  
Special Series Visual & Media Arts Program  
Honors in Grade 12 Animation  
Wexford Collegiate School For The Arts

## SOFTWARE

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**Experienced In:** Autodesk Maya, Adobe Photoshop, Clip Studio Paint  
**Proficient:** Zbrush, Substance Painter, Toon Boom Harmony,  
**Currently Learning:** Nuke, Unreal Engine

## PROFESSIONAL EXPERIENCE

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*Brewing Up Trouble* (Graduating Film)  
**Character Rigger/Modeler/Textures**  
**Head of Lighting**  
**Matte Painter**  
**Technical Director**  
**Rendering and Compositing**

Jan 2020 – Oct 2021

- In charge of modeling lead character of film and effectively translated design elements from 2d concept to 3d model
- Built, rigged, skinned and textured model, as well as incorporated any extra systems required by animators
- Modeled and textured props as needed
- Oversaw all colour keys and matte paintings as well as their translation into scenes
- Corrected and rendered final scenes
- Responsible for identifying and resolving any technical issues within the film
- Oversaw the rendering of the film and made sure scenes were prepped and split into the appropriate layers.
- Composited the rendered layers in Nuke and added in any post compositing fx.

*Personal Hell* (Third Year Film)

**Co-Creator**

Sept 2019 – Mar 2020

- Designed and painted all layouts for film
- Storyboarded all scenes
- Animated majority of scenes and effects
- Assisted with compositing and rendering

Wilberforce Red Cross Outpost

Summer 2017

**Tour Guide and Housekeeper**

- Researched and memorized history of the Outpost to be presented to visitors
- Able to expand on specific content if requested by visitors
- Always punctual and maintained a perfect attendance record
- Kept up cleanliness of the Outpost and made sure all items were accounted for
- Assisted in set up of town events and council meetings

**References Available Upon Request**