LIBE ECHARRI
LIGHTING ARTIST

libe.echarri@gmail.com | **Canadian Citizenship**

EXPERIENCE

CINESITE | Lighting/Compositing Aritst
Jan 2024 / Current Job

Lighting/Compositing Artist in **Animal Farm.**
Lighting in **Gaffer**, deep comp in **Nuke**

Stellar Creative Lab | Lighting/Compositing Aritst
July 2023 / Dec 2023

Lighting/Compositing Artist in **Sausage Party: Foodtopia.**
Lighting in **Katana** and comp in **Nuke**

CINESITE | Lighting/Compositing Aritst
July 2022 / July 2023

Lighting/Compositing Artist in **TMNT: Mutant Mayhem** & **Iwájú**. Lighting in **Gaffer**, comp in **Nuke**

MPC | Lighting/Compositing Aritst
February to June 2022 - Montreal

Intermediate Lighting Artist in **Pinocchio.** Lighting in **Katana**, deep comp in **Nuke**

ICON Creative Studios | Lighting/Compositing Aritst
Dec 2020 to Feb 2022 - Vancouver

Junior/Intermediate Lighting / Compositing Artist in a female adult TV show called **Supernatural Academy.** Lighting in **Maya** and Compositiong in **Nuke.**

Mikros Animation | Lighting Aritst
Jan to April 2020 - Montreal

Junior Lighting Artist on **The SpongeBob Movie: Sponge on the run**. Lighting in **Katana**, deep comp in **Nuke**

EDUCATION

Lost Boys | School of Visual Effects
2019 - Vancouver, Canada

Certificate program in **Digital Lighting** in Live Action Visual Effects & Animated Feature Film Production.

ISS Language and Career College of BC
2017/18 - Vancouver, Canada

1 year diploma in **Global Tourism** to join an international travel or tourism team + **IELTS** Certificate

University School of Design, Innovation and Tchnology
2010/14 - Madrid, Spain

4 years Bachelor Degree in **Multimedia and Graphic Design** developing Branding, Web, Advertising, 2D/3D Modelling

Art School
2007/09 - Pamplona, Spain

2 years degree in **Interior Design** to work with architectural backgroung, space planing and 3d modeling

TOOLS & SKILLS

KATANA · NUKEX · AUTODESK MAYA · AUTODESK ARNOLD · PIXAR's RenderMan

CGI Integration in a Live Action plate, Storytelling with lights, lighting with HDRI, lighting with Gobo Light, volumetric light creation, lights and color matching, character light continuity, environment lighting, working with color scripts, setup render layers, compositing