




CHARLIE HUMPHREY

Lighting & Compositing Artist

Contact

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-  charliehumphrey

Software Skills

-  Houdini
-  Maya
-  NukeX
-  Katana
-  Renderman
-  Arnold Renderer
-  Redshift
-  Mari

General Skills

-  Lighting & Rendering
-  Compositing
-  On-Set Production
-  Cinematography
-  Look Development
-  Texturing
-  Japanese Language

Experience



Moving Picture Company

October 2021 - Present

Lighting Artist

Prehistoric Planet, Unreleased Project

Responsible for lighting and rendering across several episodes, including work setting up key shots for a sequence. Created and altered HDRI's and gobos for use in lighting.



Blue Zoo Animation Studio

August 2020 - September 2021

Lighting & Compositing Artist

Pip & Posy

Responsible for lighting, rendering and compositing across many episodes and hundreds of shots. Set up the lighting and compositing templates for some shots and marketing material.



Creative Cherry

2013

Video Editor and Motion Graphics Designer

Responsible for video editing promotional content for the client - University of Cambridge and creating 2D motion graphics for several clients.



Freelance

2013

Motion Graphics Artist and Branding Designer

Responsible for creating 2D and 3D motion graphics, branding packages and identities for multiple clients.

Education



University of Hertfordshire

September 2017 - July 2020

BA (Hons) Animation - Visual Effects

Award: First Class Degree with Honours

Created 2 VFX short films and 1 3D Animated short film. Responsible for lighting and rendering, on-set lighting, compositing and LookDev on some assets. Short listed at UH Animation Expose for best showreel award in 2020.



Norwich University of the Arts

September 2016 - July 2017

BA (Hons) VFX

Award: Certificate of Higher Education