

Dmitrii Melnikov

Lighting Artist

7+ years of experience

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🏠 Oviedo, Asturias, Spain

Software:	Engines:	Trackers:	Data and farms:	Systems:
<ul style="list-style-type: none">▸ Unreal Engine▸ Maya▸ Katana▸ Nuke▸ Adobe Photoshop▸ Adobe Premiere Pro▸ Affinity Photo	<ul style="list-style-type: none">▸ Unreal Engine▸ RenderMan▸ V-Ray▸ Arnold▸ Redshift	<ul style="list-style-type: none">▸ Helix Plan▸ ShotGrid▸ Ftrack▸ Kitsu▸ Serebro	<ul style="list-style-type: none">▸ Perforce (P4V)▸ Alienbrain▸ Tractor Engine▸ Deadline Monitor▸ Afanasy▸ SquidNet	<ul style="list-style-type: none">▸ Windows▸ macOS▸ Linux

Experience

Lighting/VFX Artist

Novaquark | Unannounced games in different genres (from A to AAA)
October 2023 - Present (contract)

- preparing and lighting levels
- working on composition and post process effects
- lighting cinematics and giving support of sequencer features for different artists
- creating and optimization of VFX
- developing and co-developing tools/blueprints for lighting/VFX tasks

Realtime Lighting Artist

Airship Interactive | Baldur's Gate 3 (an AAA game)
March 2023 - July 2023 (freelance)

- preparing and lighting shots of in-game cutscenes using a proprietary engine

Realtime Lighting Artist

Wild Child Animation | Toad and Friends (animation series)
August 2022 - February 2023 (contract)

- lighting and rendering shots using UE
- shading props
- compositing shots

LookDev and Lighting Artist

PFX | Unannounced Netflix animation project (animation series)
November 2021 - July 2022 (contract)

- lighting and rendering key shots & creating light setups for episodes and locations
- look development and shading of sets
- making up guidelines
- precompositing shots

Lighting Artist

CGF VFX | The Nutcracker and the Magic Flute (feature animation)
December 2021 - January 2022 (short-term freelance)

- lighting and rendering shots
- precompositing shots

Lighting and Shading Artist

Animaccord | Masha and the Bear in the cinema: 12 months (feature animation)

September 2021 - November 2021 (short-term freelance)

- lighting and rendering shots
- shading props
- making up guidelines & mentoring junior artists

Lighting and Compositing Artist

Riki Group | Finnick, Teddy Boom! (feature animation)

April 2021 - August 2021 (short-term freelance)

- lighting and rendering shots
- compositing shots

Lead Lighting Artist

Agama Film | Fairy-teens (animation series)

February 2020 - March 2021 (full-time)

- lighting and rendering key shots, complex episodes
- supervising rendering team (mentoring artists (up to 5 members), making up guidelines, providing feedback & approving sequences)
- creating light setups for episodes and locations
- troubleshooting technical issues
- responsibility for render farms as a wrangler and also for render servers
- active participation in upgrading the rendering engine
- creating composition templates
- supervising foreign outsource artists

Lighting and Shading Artist

Animaccord | Masha and the Bear (animation series)

July 2017 - January 2020 (full-time)

- lighting and rendering shots
- shading props
- making up guidelines & mentoring junior artists
- localisation for Netflix and other platforms

Education

Saratov State Technical University

Master's degree in Engineering

Management and Computer Science in Technical Systems

2007 - 2012

Courses

Unreal: Blueprint

Certificate by LinkedIn ([link](#))

February 2023

Summer of Unreal

Certificate of attendance by INCAS Training ([link](#))

August 2022

Python for Beginners

Certificate by Sololearn ([link](#))

April 2021