



LIGHTING - COMPOSITING - LOOKDEV

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PROFILE

GNOMON alumnus
with a passion for
lighting and
compositing.

LIGHTING, COMPOSITING AND LOOK DEVELOPMENT

Featured Projects

Offering to Santa Muerte

Created a shrine dedicated to Santa Muerte using Arnold and added animated smoke and candle flame effects in Nuke.

Hangar

Developed cinematic lighting for a hangar entrance in V-Ray. Added animated fire effects and sparks, and completed the final composite in Nuke.

Breaktime

Built a daytime school environment in V-Ray. Composited atmospheric dust and star projections cast by a rotating toy in Nuke.

Technical Skills

Software

Proficient in Maya.
Proficient in Nuke.

Lighting

Lighting and rendering with V-Ray and Arnold in Maya.
Interior and exterior lighting.
Lighting for simple to moderately complex scenes.
Render optimization and troubleshooting.
AOV setup and rendering for compositing.

Compositing

Multi-pass compositing in Nuke.
Camera tracking and projection in Nuke.
Rotoscoping and keying in Nuke.
Color correction and grading.
3D compositing.

Look Development

Grooming in Houdini.
Character and asset texturing in Mari and Substance Painter.
Clothing simulation in Marvelous Designer.
Motion capture cleanup in MotionBuilder.
Character sculpting in ZBrush.
Scene layout and asset preparation.

Communication and other skills

Adept at grasping project requirements and techniques.
Comfortable providing and receiving feedback.
Collaborative, humble, and open-minded.
Strong understanding of cinematography and color theory.
Photo editing.
Traditional drawing and sketching.

Education

GNOMON School of Visual Effects

North Hollywood, CA
BFA in Digital Production
Fall 2022 - Spring 2026

Lake Washington Institute of Technology

Kirkland, WA
AAS in Digital Gaming and Interactive Media
Fall 2018 - Summer 2022

Cinema Makeup School

Los Angeles, CA
Certificate in Makeup and Prosthetics
Winter 2013 - Spring 2014

Academy of Art University

San Francisco, CA
Game Design
Summer 2009 - Spring 2011

University of Washington

Seattle, WA
Certificate in Advanced 3D Media and Animation
2007 - 2008

Digital Skills

3D and Game

Maya
Houdini
Nuke
ZBrush
Mari
Marvelous
Substance Painter
MotionBuilder
3D Equalizer
Phoenix
Unreal

Rendering Engines

V-Ray
Arnold
Redshift
Renderman
Karma

2D

Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Adobe Premier Pro
Adobe Lightroom
Microsoft 365
Procreate

Awards / Recognition

Marika Magazine

April 2021
Published - Issue 795

Clubs / Affiliations

ASIFA - Hollywood

American Film Institute (AFI)

Languages

English
Spanish

Interests

Photography
Performing Arts