



adrian
gongora

LIGHTING - COMPOSITING - LOOKDEV

CONTACT

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PROFILE

GNOMON graduate with a focus on cinematic lighting, look development, Nuke compositing and scene assembly.

DEMO REEL



LIGHTING, COMPOSITING AND LOOK DEVELOPMENT

Featured Projects

A Regular Conversation

Lit and assembled a nighttime diner sequence in Maya using V-Ray, maintaining lighting continuity across multiple animated shots. Composited and color graded in Nuke.

Offering to Santa Muerte

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

Hangar

Lit 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

Primary Software

Maya and Nuke.

Lighting

Lighting and rendering with V-Ray and Arnold in Maya.
Interior and exterior lighting.
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

Material and shader setup in V-Ray and Arnold.
Texture integration from Mari and Substance Painter.
Shader refinement under different lighting conditions.
Roughness, specular, bump, displacement and transmission adjustment.

Character and Asset 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.

Awards

GNOMON Best of Term Spring '26.
Category: Animation Dialogue
Responsible for lighting, compositing, look development, scene assembly, rendering, color grading, audio editing and placement.

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

Digital Skills

3D

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

Compositing

Nuke

Scripting

Familiarity with Python and MEL.

Renderers

V-Ray
Arnold
RenderMan
Redshift
Karma

2D

Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Adobe Premiere Pro
Adobe Lightroom

Clubs / Affiliations

ASIFA - Hollywood

Languages

English
Spanish

Interests

Photography
Performing Arts