

Elizabeth Keith

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Experience :

ToonBox , Toronto, Canada	senior shader writer - <i>The Nut Job 2</i>	• March 2014 - April 2015
Rhythm & Hues , Los Angeles, CA	senior effects TD / shader writer - <i>Life of Pi</i> effects technical director - <i>Sum of All Fears</i> lighting / compositing - <i>Dr. Dolittle 2</i>	• October 2011 - March 2013 • September - December 2001 • February - May 2001 • May - November 2010
Cinesite , London, England	senior shader writer - <i>John Carter of Mars</i>	• March - October 2009
Attitude Studios , Paris, France	shot finaling supervisor / look dev - <i>The Prodigies</i>	• January - March 2009
Disneytoon Studio , Burbank, CA	lighting supervisor - Tinkerbell: Fairies Series	• September - October 2008
Toonz Animation , Kerala, India	look developement and rendering pipeline	• February - June 2008
VCL Tata-Elxsi , Bombay, India	shader programmer / fur look dev - Roadside Romeo	• May 2007 - January 2008
Side Effects Software , Toronto, Canada	shader programmer - materials gallery	• June 2004 - March 2007
Disney Animation , Burbank, CA	look development / shader writing - Meet The Robinsons pre-production R&D - Bolt	• April - May 2004
Meteor , Montreal, ON, Canada	shader pipeline - <i>Exorcist: The Beginning</i>	• October 2003 - March 2004
Framestore-CFC , London, England	shaders / lighting - Harry Potter and the Prisoner of Azkaban	• May - September 2003 • January - July 1994
Digital Domain , Venice, CA	effects technical director - Peter Pan sequence supervisor - True Lies	• February 2002 - April 2003
Cinesite , Hollywood, CA	senior shader writer / effects TD - <i>XMen 2</i>	• June - September 2001
Alias/Wavefront , Santa Barbara, CA	software developer - procedural textures	• November 2000 - February 2001 • November 1996 - January 1997 • May - August 1996
Sony Imageworks , Culver City, CA	shader writing - Harry Potter and the Sorcerer's Stone lighting & compositing - Anaconda lighting & compositing - Virtuosity	• November 1996 - October 2000
Cinema Graphics , Chatsworth, CA	co-author - <i>ShadeTree</i>	• March 1999 - April 2000
Oddworld , San Luis Obispo, CA	CG supervisor - Munch's Oddyssee cinematics	• June - November 1998
Simex , Santa Monica, CA	technical director - <i>IMPACT IMAX ride</i>	• October 1997 - March 1998
Hollywood Digital , Hollywood, CA	3D supervisor - Earth to the Moon	• February - October 1996
Lost in Space , London, England	lead technical director - NRG & Vauxhall commercial	• February 1996
Warner Bros. , Sherman Oaks	compositor - Batman Forever	• November 1994 - January 1996
Digital Magic , Santa Monica, CA	sequence supervisor - <i>Highlander 3</i>	• June - September 1993
VIFX , Marina Del Rey	effects TD - Demolition Man compositor - The Good Son	• November - December 1993 • June 1991 - May 1992
Rez•N•8 , Hollywood, CA	technical director - Interscope production manager - broadcast opens	• September 1992 - March 1993
Boss Films , Marina Del Rey, CA	technical director - Journey to Technopia ride	• November 1990 - May 1991
ILM , San Rafael, CA	technical director - Terminator 2	• March 1989 - April 1990
deGraf/Wahrman , Hollywood, CA	technical director - <i>The Jetsons Movie</i> sequence lead - <i>Hanna/Barbera ride</i> shaders writer - <i>Journey to the 4th Dimension ride</i>	• May 1988 - February 1989
Capital Cities /ABC , Hollywood, CA	technical director - broadcast logos	• April - July 1987
CG Europa , Roma, Italy	technical director - broadcast logos	• August 1986 - February 1987
Abel Image Research , Hollywood, CA	customer support - AIR software	• August 1985 - July 1986
Lockheed , Burbank, CA	software engineer - graphic design tool	

Skill set :

shader writing in *RenderMan (RSL 1 & 2)*, *VEX* and *Mental Ray*
Natural phenomena, lighting and shaders using *Houdini*
look development and shot finaling support • rendering pipeline design

Education :

UCLA • Bachelor of Science in Mathematics / Computer Science

