

ALAA ELBARBARY

3D ARTIST | LIGHTING | COMPOSITING

CONTACT

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SKILLS

- **Lighting:** Katana
- **Compositing:** Nuke
- **Rendering:** Redshift, Arnold, Cycles
- **Texturing:** Photoshop, Substance Painter, Designer
- **3D Modelling:** Maya, Blender, ZBrush Coding: Mel
- **Video editing:** DaVinci Resolve, Premiere Pro
- **Game engine:** Unity, Unreal

EDUCATION

COMPUTER ANIMATION GRADUATE CERTIFICATE

Sheridan College | 2020

VISUAL ART BA/B.E.D/ECE

University of Windsor | 2018

WORK EXPERIENCE

LIGHTING AND COMPOSITING ARTIST

Sony Pictures Imageworks | October 2021 - 2024

“In Your Dreams” (2023 - 2024)

“Spider-Man: Across the Spider-Verse (Part One)” (2023)

“The Spider Within: A Spider-Verse Story” short film (2023)

“The Sea Beast” (2022)

- Worked independently and collaboratively with a team of artists to achieve the unique look of each project
- Ensured assigned shots aesthetically fit within the continuity of the film sequence
- Managed and prioritized multiple shot assignments across various levels of complexity

ICAD LIGHTING INTERN

Sony Pictures Imageworks | July 2021 - August 2021

“Unnamed project” (2021)

- Tasked with lighting, rendering, and compositing shots to bring together various shot elements. For example: integrating characters, props, environments, FX, and crowds, into beautiful images that meet the vision of the Directors, Production Designers, and Lighting Supervisors

FREELANCE ILLUSTRATOR AND 3D ARTIST

Remote | June 2020 - Present

- Created technical medical, scientific and comical illustrations.
- Developed 3D reproductions of microscopic 2D images and videos; worked on all aspects of 3D including modelling, animation, lighting, shading, rendering, and basic FX dynamics.
- Initiated regular contact with clients to discuss scientific content and artistic direction Performed basic video editing in DaVinci Resolve