Fitra Nagara

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Game Reel : https://www.youtube.com/watch?v=8YPajm5pTaI
ⓘ Cinematic Reel : https://youtu.be/ydz7BFBhRDo

PROFILE

Hi there! I am a lighting artist who loves games and great Hollywood movies. Inspired by the magic of the 3D visual world in both games and films, I pursued a career in lighting. As a lighting artist, I focus on crafting mood and creating emotional tones that enhances the game narrative. I am an easygoing person who enjoys learning new things and meeting new people. Outside of work, I love playing games and watching movies.

WORK HISTORY

📅 2022 – PRESENT ⦿ VANCOUVER, CANADA
Lighting Artist
Treyarch
Responsible for crafting gameplay lighting and color grading (post-processing) using the proprietary Radiant game engine
- Call Of Duty Black Ops 6 (2024)
- Call Of Duty Black Ops 7 (2025)

📅 2020 – 2021 ⦿ VANCOUVER, BC
Cinematic Lighting Artist
Method Games Studio
Responsible for various cinematic projects using Unreal Engine 4.
- Call Of Duty Vanguard(2021)
- Back4Blood (2021)

📅 2018 – 2019 ⦿ VANCOUVER, BC
Cinematic Lighting Artist
The Coalition Studio
Responsible for the cinematic and level lighting using Unreal Engine 4.
- Gears V-(2019)

📅 2015 – 2017 ⦿ VANCOUVER, BC
Lighting TD
DNEG(Double Negative)
Responsible for characters, FX, environment, and volume lighting and rendering for the following movies:
- Pacific Rim Uprising (2018)
- Blade Runner 2049 (2018)
- Meg (2018)
- Star Trek Beyond (2016)
- The Huntsman :Winter's War (2016)
- Alice in Wonderland:Through Looking Glass (2016)

📅 2014 – 2015 ⦿ VANCOUVER, BC
Lighting TD
MPC (Moving Picture Company)
- Responsible for Various character, FX, volume lighting and rendering for the following movies:
- Monster Truck (2015)
- Night At The Museum :Secret of the Tomb (2014)
- Game of Thrones Season 4 (2014)
- Guardians of Galaxy (2014)
- Godzilla (2014)

EDUCATION

📅 2013 ⦿ NORTH VANCOUVER, BC
Digital Visual Effects
Capilano University

📅 2010 ⦿ VANCOUVER, BC
3D Modelling For Animation And Games
Art Institute of Vancouver

SKILLS

Lighting & rendering
using Unreal Engine, Vray
,Katana, Clarisse,
Houdini, Maya, Nuke