

Fitra Nagara

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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)



WORK HISTORY

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