
Nick Shirsty

Visual FX & Digital Lighting/Compositing Artist

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EXPERIENCE

Monsters Aliens Robots Zombies, Toronto - *Senior Lighting Artist (Contract)*

JUN 2021 - JUN 2022 | FEB 2023 - OCT 2023

Lit and rendered VFX elements for integration for the following projects:

- **The Creator** - *Live Action Feature*
- **Beacon 23** - *Live Action Series*
- **Goosebumps** - *Live Action Series*
- **Carnival Row** - *Live Action Series*
- **The Walking Dead** - *Live Action Series*
- **Guillermo Del Toro's Cabinet of Curiosities** - *Live Action Series*
- **What We Do in the Shadows** - *Live Action Series*
- **The Girl in the Woods** - *Live Action Series*

Brazen Animation, Dallas - *Lighting & Compositing Artist (Contract)* MAR 2022 - OCT 2022

- **The Meeps - 'Love Louder'** - *CG Music Video* - Lit, rendered, and composited shots for final approval. Addressed sequence continuity notes to maintain consistency.

ReelFX, Montreal | Dallas - *Lead Lighting & Compositing Artist*

OCT 2019 - JAN 2021 (Montreal) | JUN 2018 - AUG 2019 (Montreal) | JAN 2013 - MAY 2016 (Dallas)

- **Rumble** - *CG Animated Feature* - Grouped shots for assignment to artists. Built set lighting rigs and master compositing files. Worked with producers, supervisor, and other leads on overall workflow improvements and show strategy.
- **SCOOB!** - *CG Animated Feature* - Lit, rendered, and composited shots for final delivery while performing lead responsibilities on "Rumble" simultaneously.
- **Ugly Dolls** - *CG Animated Feature* - Managed teams of artists through various sequences of the film and gave notes to maintain continuity and look of picture.
- **Everybody Wants Some!!!** - *Live Action Feature* - Worked on various post-production image cleanup tasks, removal of unwanted elements, and plate-matching replacements.
- **The Book of Life** - *CG Animated Feature* - Character lead for "Xibalba." Worked closely with FX artists on delivery of character simulations and transfer of light rigs to other artists.

Blue Sky, Connecticut - *Lighting Technical Director (Contract)* AUG 2019 - OCT 2019

- **Spies in Disguise** - *CG Animated Feature* - Delivered FX lighting layers to lighting artists for integration. Took final renders through mono-finishing and integrated additional lighting/FX passes in nuke.

Laika, Portland - *Compositing Artist (Contract)* OCT 2017 - MAY 2018

- **Missing Link** - *Stop-Motion Feature* - Pulled keys and integrated multiple practical and digital elements layers for multi-plate compositions. Worked closely with lighting and FX artists to integrate layers and address director notes.

ToonBox, Toronto - *Intermediate Lighting & Compositing Artist* JUL 2016 - SEP 2017

- **The Nut Job 2** - *CG Animated Feature* - Lit and composited shots for look approval and final delivery while addressing director notes and maintaining established look of picture.

EDUCATION

University of Texas at Dallas - *Master of Fine Arts - Art and Technology* MAY 2013

University of Texas at Dallas - *Bachelor of Arts - Art and Technology* DEC 2010

AWARDS

Missing Link - *Oscar* - Best Animated Feature Film (Nominated); *Golden Globe* - Best Motion Picture Animated (Won); *Visual Effects Society* - Outstanding Visual Effects in an Animated Feature (Won)

The Book of Life - *Golden Globe* - Best Motion Picture Animated (Nominated); *Annual Annie Awards* - Best Animated Feature (Nominated), Animated Effects in an Animated Feature (Nominated)