

Aaryan Modh

Lighting TD and Compositing Artist

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EXPERIENCE

- 2025-Present **LORE VFX** REMOTE- (Stockholm County, Sweden)
Senior Lighting TD (Full-Time Contract)
- Sequence and shot lighting for the Boots Christmas Advert 2025 using Houdini Solaris Karma USD (Prism). Maintained lighting continuity through structured USD scene assembly and reusable lighting setups. Optimized renders for fast iteration while delivering high end commercial quality under tight schedules.
- 2024-2025 **MARZ VFX** REMOTE- (Toronto, Ontario, Canada)
Senior Lighting & Compositing Artist (Full-Time Contract)
- Delivered sequence and master lighting with final compositing support in Nuke. Built slap comp templates and optimized lighting workflows, reducing render times by around 30+ percent. Engineered sequence level lighting setups that cut shot setup time by roughly 40+ percent. Integrated CG with live action plates, refined hero shaders, and improved render pass management.
- 2024-2024 **ANIBRAIN** ON-SITE- (Pune, India)
Lookdev & Lighting Artist (Full-Time Contract)
- Specialized in look development and lighting, focusing on refining and optimizing shaders using Maya and Arnold for high-end, unannounced projects. Played a key role in maintaining visual consistency across assets and scenes, and leveraged compositing tools to finalize shots with seamless CG integration.
- 2024-2024 **TERMINAL FX** REMOTE- (Kyiv City, Ukraine)
Lighting Artist (Freelance Contract)
- As a Lighting Artist on the freelance trailer project *Hellboy: The Crooked Man*. Led the lighting for intense snake sequence shots, achieving cinematic mood and realism. Utilized Maya and Arnold efficiently, ensuring seamless integration with the overall lookdev and storytelling. Showcased strong problem-solving and artistic judgment under tight deadlines.
- 2023-2024 **ANIMA VITAE POINT** ON-SITE- (Petaling Jaya, Malaysia)
Lighting & Compositing Artist (Full-Time Contract)
- Worked as a Lighting and Compositing Artist, playing a dual role across 150+ shots by maintaining full control from initial setup to final render successfully delivered 30+ key shots for an animated feature, enhancing visual depth and aligning with the film's color script.
- 2023-2023 **GIANT ANIMATIONS** REMOTE- (Dublin, Ireland)
Lighting & Compositing Artist (Full-Time Contract)
- Performed lighting and compositing tasks for an animated feature and short film, overseeing the complete workflow from initial setup to final render. Delivered high-quality close-up shots that enhanced visual depth, mood, and narrative consistency. Contributed to the short animation *The Spark Tree – Stories of Evergreen Hills* by developing stylized lighting to support a warm and inviting tone.
- 2023-2023 **DNEG** REMOTE- (Bangalore, India)
Lighting TD (Full-Time Contract)
- Executed lighting tasks as a Lighting TD on the FX-intensive feature project *NYAD*, focusing on complex water interaction scenes. Collaborated with FX and compositing departments to achieve realistic underwater lighting, including caustics and volume integration. Developed a deeper understanding of physically accurate lighting techniques, contributing to enhanced visual fidelity and storytelling.
- 2020-2023 **MPC-VFX** HYBRID- (Bangalore, India)
Lighting Artist (Full-Time)
- Progressed from Lighting Artist to Acting Lead at MPC VFX (MR. X), contributing to over a dozen high-profile projects including *Vikings* and *The Witcher* and many more. Delivered cinematic-quality lighting and slapcomps with seamless CG integration, collaborating closely with leads and supervisors to maintain visual consistency and storytelling intent. Played a key role in resolving lighting challenges, streamlining review cycles, and mentoring junior artists.
- 2020-2020 **PRISCA-VFX** ON-SITE- (Mumbai, India)
Lighting Artist (Full-Time)
- Began career as a Lighting Artist contributing to Bollywood films such as *Tanhaji: The Unsung Warrior*, *Bhoot: The Haunted Ship*, and *83*. Handled lighting for 10–15+ shots across these projects, gaining hands-on experience in cinematic lighting, shot continuity, and CG-to-plate matching. Built a strong technical foundation by learning closely from leads and supervisors.
- 2019-2020 **VERTEX-VOLT VFX** ON-SITE- (Mumbai, India)
Lighting Artist (Full-Time)
- I started my career as a Lighting Artist, dedicating significant effort to learning and growing in the field. Gained hands-on experience working on various types of Indian TV series, including *Nagin* and several others, where I contributed to lighting setups, ensuring visual continuity and enhancing storytelling through creative lighting techniques.
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EDUCATION, ACHIEVEMENTS & CERTIFICATION

- 2017-2019 **ADVANCE DIPLOMA IN VFX & ANIMATION CGI.** (Gujarat, India)
- Mastered advanced coursework in CGI lighting, rendering, and compositing, demonstrating expertise in 3D animation and VFX production.
- TECHNICOLOR CREATIVE STUDIOS - STAR PERFORMER AWARD.**
- For consistent performance, diligence and for shining bright as a star.
- TECHNICOLOR CREATIVE STUDIOS - ACADEMY.**
- Certificate of Completion - Lighting Academy.
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HARD SKILLS

- Lighting (CG & Live-action), Slap-Comp/Nuke, Look-Dev, Shot Finaling, FX & Underwater Lighting, Color Matching & Grading
 - Mentor:** Contributed to the development of Junior artists by guiding them in Lighting and Nuke Compositing techniques.
 - Technical Skills:** Maya, Arnold, Houdini, Solaris, Renderman, Blender, Nuke, After Effects, Red-Shift, Unreal-Engine and Learning More.
 - Specialization:** Photorealistic Lighting, Interior/Exterior Scene Lighting, Nuke Compositing, Technical Problem Solving.
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SOFT SKILLS

- Detail-oriented with strong artistic judgment, Quick to learn and adapt to new tools, Collaborative across departments, Skilled in resolving creative challenges, Group-Management, Teamwork and Goofin' Around.