

Jackie Liao

- **Work Experience**

- 09/2016 – Present **Senior Lighting Technical Director / CG Artist, The Mill, New York**
Responsible for lighting / lookdev/ compositing in CG production.
- 01/2020 - Present **Adjunct Professor, School of Visual Arts, New York**
Teaching Lighting and Rendering classes in both MFA and BFA
Computer Arts Departments.
- 04/2013 – 08/2016 **Senior Lighting TD / Lighting Supervisor, Mr. X Gotham, New York**
Responsible for lighting / lookdev/ compositing for various feature
films and TV shows, as well as lighting tool developments.
- 02/2013 – 04/2013 **Freelance Lighting TD, The Mill, New York**
Responsible for lighting / lookdev/ compositing for various
commercial projects.
- 01/2013 – 02/2013 **Freelance Lighting TD, MPC, New York**
Responsible for lighting / lookdev/ compositing for super bowl
commercial.
- 12/2012 – 01/2013 **Freelance Lighting TD, Spontaneous, New York**
Responsible for design / lighting / lookdev/ compositing for AT&T
VES Presentation clip.
- 09/2010 – 11/2012 **Freelance Lighting TD / 3D Generalist, The Mill, New York**
Responsible for modeling / lookdev / lighting / compositing for
various commercial projects.
- 08/2010 – 09/2010 **Freelance 3D Generalist, Absolute Post, New York**
Responsible for animation / lookdev / lighting / compositing for V8
commercial.
- 06/2010– 06/2010 **Freelance 3D Generalist, Click 3X, New York**
Responsible for modeling / animation / lookdev / lighting /
compositing for syfy channel commercial.
- 07/2006 – 06/2010 **3D Generalist, Nailgun* Inc, New York**
Responsible for design / modeling / rigging / animation / lookdev /
lighting /dynamics / compositing for various broadcast and
commercial projects.

- **Education**

2003 - 2006 MFA in Computer Art; School of Visual Arts, New York
1996 - 2000 BS in Civil Engineering; National Chiao-Tung University, Hsinchu, Taiwan

- **Skills**

- Proficient in Maya, Arnold, Redshift, V-Ray, Nuke, Substance Painter, Mari, and Photoshop.
- Knowledge in Houdini, 3DS MAX, Renderman, Substance Designer, and Unreal Engine.
- Familiar with Color space and Linear workflow.
- Capable of scripting in Python and Mel for tool development and troubleshooting.
- Strong in color, composition, and visual development.
- Good understanding of both film and commercial pipelines.
- Work fluently between multi-platform including Linux, Windows, and Mac.
- Highly responsible, well organized, and work smoothly within a team.

- **Filmography**

2017	Mena	Lighting Supervisor
2017	Billy Lynn's Long Halftime Walk	Lighting Supervisor
2016	Trial (TV Series)	Lighting Lead
2016	Zoolander 2	Lighting Lead
2015	Narcos (Netflix Show)	Lighting TD
2015	True Story	Lighting TD
2015	Sisters	Lighting TD
2014	Pompeii	Lighting TD
2014	Noah	Lighting TD
2014	The Giver	Lighting TD
2014	The Other Woman	Lighting TD
2014	Welcome To Me	Lighting TD
2014	Marco Polo (Netflix Show)	Lighting TD
2014	Vikings 3 (TV Series)	Lighting TD
2013	Anchorman 2 : The Legend Continues	Lighting TD
2013	The Mortal Instruments : City of Bones	Lighting TD