

SKILLS

Gaffer
Katana
Maya
Arnold
Renderman
Nuke
Digital Fusion
Photoshop
Zbrush
Substance Painter

Summary

-Very well Experienced Senior Lightring technical Director for High-End feature films and feature Animations.
-Experienced in Photography, Cinematography, Look development and Compositing.
-Good understanding of lighting balance and composition.
-Need minimal direction to Deliver key shots and finals.
-Experienced in team leading, giving notes to artists, render time Optimizations and Problem solving.
-Efficient in listening and receiving direction and feedback from VFX supervisor or Director.
-Very good at Finding creative solutions for the desired look. Very good at prioritizing tasks.
-Managing time and providing good presentation and communication skills in dailies.
-Fast learner on learning new tools and acquiring techniques and skills.

Experience

ILM, Industrial Light and Magic Vancouver, Canada **September 2025 - April 2026**

Senior Lighting Technical Director

-Unannounced feature film (2026)

Using Katana, PRMan, Nuke.

Key shot lighting, Full CG shots and mixed with plate shots.

final Delivery. Problem solving. Matching the CG assets with plates and Creating Creative and dramatic looks for full CG shots and live action.

Image Engine Design Vancouver, Canada **Feb 2022 - September 2025**

Senior Lighting Technical Director

-StarWars - Skeleton Crew (2024)

-StarWars - Maldorian season 3 (2022)

-StarWars - Ahsoka (2023)

-Foundation season 2 (2023)

-Dune: Prophecy (2024)

-Halo season 2 (2024)

-Marvel's MoonKnight (2022)

-Kraven the hunter (2024)

-Old Guard 2 (2025)

-Percy Jackson and the Olympians Season 2 (2025)

Using Gaffer, Arnold, Nuke.

Key shot lighting, Sequence Lighting. AutoComp setup, Creating and updating lighting Rig and delivering the

final shots. Problem solving. Matching the CG assets with plates and Creating Creative and dramatic looks for full CG shots and live action.

Sony Pictures imageworks Vancouver, Canada **Nov 2019 - May 2020**

Senior Lighting Technical Director

-Over the Moon (2020)

Using Katana, Arnold, Nuke.

Final shot lighting, Final Stereo Compositing.

Framestore London, UK **May 2019 - November 2019**

Senior Lighting Technical Director

-Wonder Woman 1984 (2020)

Using Maya, Nuke, Freak (Framestore's proprietary engine)

Blocking, Sequence lighting. Key lighting, Final shot lighting.

MPC Moving Picture Company London, UK **July 2018 - March 2019**

Senior Lighting Technical Director

-The Lion King (2019)

Using Katana, PRman and Nuke.

Blocking, Sequence lighting, Key shot lighting, Final shot lighting.

Managing a team of junior artists. giving technical and creative notes. Problem solving, Managing times and deadlines and continuity of the sequence.

Creating templates in katana and light rig doing lookdev and shader overrides for certain elements like FX, waters and volumetrics.

Animal Logic Sydney, Australia **June 2016 - Dec 2018**
Mid-Senior Lighting Technical Director

- Peter rabbit (2018)
- Legio Ninjago Movie (2017)
- Lego Batman Movie (2017)

Using ,Maya and Nuke, Glimpse (Animal Logic's proprietary engine)
Blocking, Sequence lighting, Key shot lighting, Final shot lighting. Compositing

Creating templates in katana and light rig doing lookdev and shader overrides for certain elements like FX, waters and volumetrics.

Valhalla Game studio Tokyo, japan **Jan 2016 - July 2016**
Supervisor , Realtime UE4 Look developement, Asset modelings and lighting

- Naruto shinobi striker(2018) (Ps4 Bandai Namko)
- Devil's third Online (PC)

Using Unreal engine 4, Maya, Photoshop.
Setting up an efficient workflow for creating assets, Stylized Textures and Toon Shadings for UE4 and Maya for Characters, Props, Environments and FX.
Designing stylized Toon look using procedural and hand painted textures. Giving creative and technical notes to artists.
Working closely with game Designer, Producer and Art director to create the first Pilot level.
Time Managements.

Polygon Pictures Tokyo, japan **Jan 2014 - Dec 2015**
Supervisor and Lead Lighting, look developer and Compositing Artist

- Disney Tsum Tsum (2014-2015)
- Japanese Exclusive game cinematics (2014)

Using Maya, Mentalray, 3Delight, Nuke. Unreal Engine
Giving creative and technical notes to artists and developers. Working closely with Director and producer and art directors to deliver on time with highest quality. managing times of shots and artists and making sure all shots meet the deadlines.
Light rig and show render setup, Sequence Lighting, AutoComp setup, Lookdeveloper, texturing, Final delivery. Problem solving.
Realistic and highly stylized looks.

VFX and Animation artist Tehran, Iran **2001 - 2013**
Live action Director, VFX Supervisor, Freelance Generalist TD and Artist

Using Maya, Nuke, Digital fusion, Houdini, Renderman, Arnold, Mentalray
Various positions and responsibilities, on many TV series, Feature films and Commercials.