**MINH KHUONG TRAN**

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**Summary**

I am an experienced Lighting/Compositing artist for Animation, Film and TV. I am Hard working and the ultimate team player with a keen eye for color and composition. I strive to always be learning new skills. Along with a passion and love for everything film, animation, gaming, prop making and woodworking.

**Key Skills**

Maya, Nuke, After Effects, Photoshop, Unreal, MochaPro, V-Ray, Shotgrid, RV

**Experience**

**DreamWorks Animation TV**

Jurassic World: Chaos Theory Lighting/Compositing Artist: June 2023 - Oct 2023

Curses! Lighting/Compositing Artist: Oct 2022 - June 2023

Dragons 9 Realms Lighting/Compositing Artist: April 2022 – Feb 2023

HUB Lighter: Oct 2019 – April 2022

Generalist/Lighter: June 2016 – Oct 2019

**4 Max Post**

Compositor: March 2016 – June 2016 **Zero VFX**

Compositor: Nov 2014 – April 2016

**Stereo D**

Stereo Compositor: July 2011 – November 2014 **Rhythm and Hues**

Lighting Apprentice: July 2012 – August 2012 **Legend 3D** Stereo Compositor: August 2010 – July 2011

**Demo Reel / Website / IMDB
 Demo Reels**

**Lighting Reel:** https://vimeo.com/926502292

**Compositing Reel:** https://vimeo.com/125010651
 https://vimeo.com/178140051

**Stereo Compositing Show Reel:** http://vimeo.com/77681539

**Website:** http://www.khuongtran.com

**LinkedIn:** https://www.linkedin.com/in/khuongtran

**IMDB:** http://www.imdb.com/name/nm3669466/

**Education**

**Bachelor of Arts**, **Digital Media – Computer Animation 2009**
University of Central Florida - Orlando, FL, USA

Visual Language Animation Program - Atlas' Revenge Lighting Director