

Minh Khuong Tran

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Lighting Compositing

I am a Lighter compositor with over 10 years experience in both VFX and Animation. I have a passion for creating mood and story through lighting and comp. I thrive working in a collaborative team environment.

WORK EXPERIENCE

DreamWorks Animation • 06/2016 - 09/2023

Lighting/Compositing Artist

- Jurassic World: Chaos Theory - Master light rig set up and compositing setup
- Curses! - Master light rig set up, Compositing set up and shot lighting
- Dragons: The Nine Realms - Master light rig set up, Compositing set up and shot lighting
- HUB - Provided lighting and compositing help to various shows in production, like "Voltron", "Spirit Riding Free", "Jurassic World: Camp Cretaceous", "The Boss Baby" and "Fast and Furious Spy Racers"

Generalist

- Provided overall generalist support specifically to the Lighting department of the HUB

ZERO VFX • 11/2014 - 03/2016

Compositor

- Provided Compositing work such as VFX integration, set extensions and clean up for various films like "The Magnificent Seven", "Southpaw" and "Black Mass"

Stereo D • 08/2011 - 11/2014

Compositor

- Assisted in 3D compositing, cleanup and conversion on many films, most notably "The Avengers", "Ironman 3", "Mad Max Fury Road" and "Captain America The Winter Soldier"

Rhythm & Hues • 07/2012 - 08/2012

Lighting Apprentice

- Apprentice Lighting working on the film "R.I.P.D."

Legend 3D • 10/2010 - 08/2011

Compositor

- Provided 3D compositing, cleanup and conversion on many films, most notably "Titanic", "Transformers Dark of the Moon" and "The Green Hornet"

EDUCATION

Digital Media Visual Language in Animation

University of Central Florida • 01/2006 - 12/2009

SKILLS

Collaborative, Communication, Compositing, Computer Animation, Creative, Digital Compositing, Easily Takes Direction, Film, Flow, Jira, Lighting, Linux, Maya, Mental Ray, Nuke, Problem-Solving, Python, Rendering, Rotoscoping, Self-motivated, Special Effects, Team Player, Teamwork, Texturing, Unreal Engine, VFX, Visual Effects, V-Ray