

# 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