

# JONATHAN W. RODEGHER

## Personal Data

**Date of birth:** May 17th, 1983

**DNI:** 30268201

**Nationality:** Argentinian (currently residing at Dublin, Ireland)

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## Skills

I'm mostly passion and self driven. I've been self taught, gathering experience from work, books, tutorials and especially colleagues.

**Lighting** shots from scratch, with different techniques, approaches and styles (whether is realistic or stylized). Lighting shots for a sequence, following/matching reference shots, direction and color scripts as required for the particular shots. I have experience lighting in *Maya* with *Mental Ray*, *Vray* and *Arnold*.

**Compositing** in nodal based software (*Fusion/Nuke*) adding the final touches to the lighting and enhancing the shots with atmospherics, integrating FX and bringing all elements together to achieve the required goals. I also have a short experience working with stereo compositions.

**Shading and texturing**, painting textures and combining photos to achieve a particular pattern or texture feel. Shading and texturing also gave me strong foundation to debug rendering issues and help optimize rendering times.

I have a solid knowledge and predisposition for problem solving (mostly inside *Maya* and *Nuke*) as well as rendering optimization (in *Mental Ray* and *Arnold* mostly).

## Professional Goals

Currently working on a tv show as a Lead, I aspire to work on film achieving the maximum possible quality in every shot, looking forward to work in a team environment, especially to keep learning, growing and specializing in Lighting, Compositing and Look Dev. I'm very passion driven, especially when working in Feature and Short films, Game Cinematic and Series.

## Education

2001 – 2002

**FX – First Argentina School of Computer Animation and Visual FX**  
**CG introduction, 3D animation**

2008 – 2009

**CGSociety Online Workshops**  
**Female anatomy with Steven Stahlberg, Body topology, edge flow and anatomy.**

2009 – 2010

**CGSociety Online Workshops**  
**Lighting and rendering in Maya with Jeremy Birn, Lighting and rendering in mental ray**

## Professional Experience

### DIGITAL MIND

April 2005– December 2006 (1 year 9 months) Argentina, Buenos Aires.

**Roll:** I worked in this commercial/design studio as a **3D generalist** in everything related to Characters. Modeling, rigging, animating, shading/texturing, lighting and compositing.

### OJO ROJO

December 2006 - February 2008 (1 year 3 months) Argentina, Buenos Aires.

**Roll:** Commercial/Design studio where I kept working as a **3D generalist**, working closer with characters. This studio provided me with the chance, among other things, to lead a small team of around five co-workers to pull off a commercial.

### FREELANCE

February 2008 – January 2009 (1 year) Argentina, Buenos Aires.

**Roll:** Still as a **3D generalist**, I got to work in Video Clips and TV ads. In this term I had the chance to work closer to lighting, comp and look dev on top of animating, modeling, shading and texturing.

### BIG BOOM - [www.bigboom.tv](http://www.bigboom.tv)

January 2009 – January 2013 (3 years)

**Roll:** 3D artist, I was in charge of everything CG. This particular experience provided me with the opportunity to plan and execute a three minute long short film and two others from a different series of little shorts. This short film provided me with the experience to plan a schedule according to the needs of the work, the problems that would need to be addressed and possible solutions. The experience in the studio helped me discover my special interest in Lighting, Comp and look dev.

### CATMANDU – [www.catmandu.biz](http://www.catmandu.biz)

February 2012 – July 2013 (1 year and 6 months), Buenos Aires, Argentina.

**Roll:** "METEGOL" First Animated Feature Film. Started as a **Sets and Props Shading and Texturing artist** under the supervision of *Michelle Alencar*. After three months of work in the Sets and props department, I started in the **Lighting and Comp. dept.** as Senior, under the supervision of *Eduardo Casado Dominguez* where I worked for a year. After that, the **Compositing dept.** emerged to complete the sequences in Stereo which I worked for about two months.

### BARRACA POST – [www.barraca.com.ar](http://www.barraca.com.ar)

August – November 2013 (4 months), Buenos Aires, Argentina.

**Roll:** Fanta ad, in charge updating several main characters shaders to Arnold (converting from Mental Ray), as well as textures. Nissan ad, modeling props, shading, lighting and compositing an environment. Gancia ad, modeling, shading, texturing, lighting and compositing an Hercules over a live action plate. All projects done in Maya, Arnold and Nuke.

### LA SOCIEDAD POST - [www.lasp.com.ar/newsite/](http://www.lasp.com.ar/newsite/)

December – January 2013 (2 months), Buenos Aires, Argentina.

**Roll:** YPF road campaign, worked on this project as a compositor. Work was completed in Nuke, adding several elements in 3d inside Nuke to locate matte painting objects in the composition, and to match the stereo 3d. All work done in Maya, Mental Ray and Nuke.

### YEMA VFX - [www.yema-vfx.com](http://www.yema-vfx.com)

February 2014 – May 2014 (4 months), Buenos Aires, Argentina.

**Roll:** Museum piece, lighting several submarine species, matching different plates for a variety of lighting situations. Assisting in shading as well as compositing and working very actively in the look dev. Maya, Arnold and Nuke.

## **BrownBag Films** - <http://www.brownbagfilms.com/>

July 2014 – Present, Dublin, Ireland.

**Roll:** Lead Lighter for the show the Octonauts, Season 4.

- Working very closely with Lighting and Pipeline supervisor designing the new look and lighting approach.
- Lighting key sets, props and characters.
- Shading sets, characters and key props as water props/sets.
- Documenting and making tutorials for overseas studios in order to apply the process and achieved the right look.
- Supervising overseas studio to produce and apply the correct method for lighting consistency through the show.
- Design, create and update nuke gizmos for compositing elements in the shots.

### **Software**

Adapting to other software became easier with experience, the following software are the ones I'm currently proficient with:

Autodesk **Maya** (advanced), **Nuke** (advanced), **Fusion**. (Advanced)

Rendering with **Mental Ray** (advanced), **Vray** (intermediate) and **Arnold**. (Advanced).

Texture painting with **Photoshop** (advanced) and **Mudbox** (intermediate).

Please visit <http://jonathanrodegherreel.blogspot.com.ar/>

For up to date reel.