

# Clare McKenna

Visual Effects Artist

## **Nationality**

United States Citizen

## **Career Objective**

To obtain a creative visual effects role in a team environment with the ability to contribute lighting and compositing skills to the look of a film.

## **Filmography**

### **G-force (2009)**

Senior Technical Director

### **Monsters Vs Aliens (2009)**

Color & Lighting/Compositor

### **Kung Fu Panda (2007)**

Color & Lighting/Compositor

### **First Flight (2006)**

Color & Lighting/Compositor

Technical Director

### **Over The Hedge (2005)**

Technical Resource Administrator

### **Madagascar (2004)**

Technical Resource Administrator

### **Shark Tale (2003)**

Technical Resource Administrator

## Employment History

### Sony Imageworks – Los Angeles, USA

#### G-force (2009)

##### *Job Title: Senior Technical Director*

I completed the combined CG/live action film, G-force with Sony Imageworks. I was involved with setting up lighting shots, as well as lighting and compositing. I was in charge of two compositors for a duration of the film.

### Dreamworks Animation – Los Angeles, USA

#### May 2003 - January 2009

#### Monsters Vs Aliens (2009)

##### *Job Title: Color & Lighting/Compositor*

I was apart of Dreamworks Animation's initial 3d stereo movie. I was part of a team who tested the 3d stereoscopic process and procedure and how it affected workflow, quality and productivity. Also, I had an artistic influence while taking a Production Designer's vision/concept through finalization. I made a significant contribution to key shots.

#### Kung Fu Panda (2007)

##### *Job Title: Color & Lighting/Compositor*

As a lighting and compositing artist for this highly successful film, I was given key shots like Tai Lung's Escape and Ogway's Departure (*visual effects nominee*). I was singularly responsible for the creation of the light set up involving two key moments. I coordinated with other departments through completion, and was involved with the tech-fix and paint fix of final frames.

#### First Flight (2006)

##### *Job Title: Color & Lighting/Compositor & Technical Director*

I demonstrated use and augmentation of a lighting rig. Technical and creative challenges involved fulfilling the director's vision within a varied pipeline

#### Shark Tale (2003)

##### *Job Title: Animation Technical Resource Administrator*

My involvement included render, outsource, archive, and disk space management. I utilized rendering resources efficiently while optimizing shots.

## Education

University of Arkansas, Fayetteville, Arkansas

Bachelor of Science degree, major in Mathematics, soccer scholarship

## Digital Skills

Software

AIW Maya DWA Proprietary Renderman Adobe Shake

Operating Systems

Windows NT/2000

Macintosh OSX

Linux

## Referrals Upon Request