

Mohammed Hamid

Vancouver and Los Angeles (US Citizen & Canadian Permanent Resident)

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Skills

Maya, Katana, Houdini, Clarisse, Mari, Nuke, Substance Suite, Arnold, Renderman, Photoshop, Python, PyCharm, USD

Experience

OCTOBER 2024 - **CURRENT**

SONY PICTURES IMAGEWORKS – Lighting & Compositing Artist

JUNE 2024 - OCTOBER 2024

WALT DISNEY ANIMATION STUDIOS – Lighting & Compositing Artist

APRIL 2024 - JUNE 2024

BLIZZARD ENTERTAINMENT – Composer, 3D Generalist

Responsible for full cinematic shot delivery from upstream to final. Using Nuke for compositing multiple elements for art departments. Responsible for stylistic 2.5D animation, camera work, and parallax adjustments using Maya. Some modeling and FX done in Maya.

MAY 2023 - SEPTEMBER 2023

WALT DISNEY ANIMATION STUDIOS – Lighting & Compositing Artist

Responsible for lighting, rendering, and compositing shots together with both character and environment renders into a final frame until it met the vision of the Director, Production Designer, Director of Cinematography: Lighting, and Lighting Supervisors. Presented shots in a dailies environment, effectively communicated issues regarding assigned shots, and delivered top-notch work within production deadlines.

APRIL 2021 - MAY 2023

SONY PICTURES IMAGEWORKS – Lighting & Compositing Artist

Designed and implemented lighting of characters and environments for complex shots. Received art director feedback and approached the most efficient and desirable result before deadlines. Tackled difficult compositing tasks that saved re-renders to address notes. Debug and optimize conflicting scenes with complex geometry and FX data.

JUNE 2019 - MARCH 2021

DOUBLE NEGATIVE – Lighting Technical Director

Technical lighting on high quality CG doubles, environments, vehicles, and FX using Clarisse. Minor Look Development on specialized assets. Work included Feature Animation (ReDefined), and Live Action VFX.

MAY 2018 - MAY 2019

MPC – Mid Lighting Artist

Produced high quality lighting and rendering for CG and Full CG scenes. Created key light rigs and HDRI's, using Katana and Renderman. Managed small team and sequences.

Education

2012 - 2016

PAINT BRANCH HIGH SCHOOL