

ESTHER PAROBEK

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EDUCATION

Ringling College of Art and Design, Sarasota, FL
BFA Computer Animation, May 2013. GPA: 3.41/4.00.
Senior short animation film nominated as a Finalist
for the Student Academy Awards 2013.

Bemidji High School, Bemidji, MN
Diploma, May 2009. GPA: 4.16/4.50
Graduated in the top 5% of the class
with honors.

ART AND DESIGN

Lighting Artist, Cinesite Montreal, Montreal, QC, Canada. 2017

Lit shots on "The Star" as per sequence color keys and directions from directors and leads to be passed onto the Compositing department.

Lighter/Compositor, Nitrogen Studios, Vancouver, BC, Canada. 2015-2017

Lit and composited shots on "Sausage Party" and "Trollhunters" with direction from Lighting leads. Kept render times manageable while maintaining a high level of quality.

- Developed light rigs for some sequences in "Trollhunters"

Jr. Lighter/Compositor, "Rock Dog", ReelFX, Dallas, TX. 2014-2015

Lit and composited shots throughout the movie with direction from Lighting leads and directors.

Jr. Lighter/Compositor, "Book of Life", ReelFX, Dallas, TX. 2014

Lit and composited shots with direction from Lighting leads. Worked out ways to achieve the best quality renders while keeping render times efficient.

Animator, LadyLike Soap, Freelance 2014

Design and animate a 30 second commercial for a product. 2D character animation.

3D Generalist, Ringling College of Art and Design, Sarasota, FL. 2012/13

As part of an upper level course, produced a three minute short film with two partners. Nominated as a Finalist for the Student Academy Awards, 2nd place Student Emmy's.

- Modeled and textured entire apartment set.
- Animated on 27 shots, showing important emotional beats.
- Rigging and Particle trouble shooting.

COMMUNICATION EXPERIENCE

Game Design Instructor, Emagination Game Design Camp, Summer 2013

- Instructed 15-18yr olds for three two-week sessions designing their own game using UDK.
- Part of a five person team working together to teach curriculum and assist with individual project needs.
- Producer for three teams; managed their scope, and production pipeline.

SKILLS

Working knowledge: Autodesk Maya, Nuke, Houdini, Mantra, Arnold, Renderman, Linux and Windows OSs.
Trained in: traditional animation, computer animation pipeline, digital lighting, and compositing.
Former competitive figure skater.

References available upon request