

ENRIQUE MUÑOZ

enrique@enriquemunoz.com

SUMMARY

Talented and enthusiastic Lighting/LookDev/Compositing Artist with over 20 years of high level experience in VFX. Strong leader and mentor to fellow team members. Able to take direction and quickly iterate in high stress environments.

PROFESSIONAL EXPERIENCE

1/2022- 7/2023

Imaginary Studios Inc. (Irvine, CA)

Sr. Lighting Artist

- Developed lighting looks for various shots. Setup environment lighting rigs.
- R&D and trouble shooting lighting techniques and procedures for Unreal pipeline. Setup ACES color lighting workflow.

7/2014 – 1/2022

Blizzard Entertainment Inc. (Irvine, CA)

Sr. Lighting Artist II/Lead Lighter Projects

- Delivered multiple projects as lead lighter. Responsibilities included maintaining sequence standards, helping other artists develop their shots, and setting up show light rigs, and trouble shooting any problems with other departments.

3/2001 - 7/2014

Sony Pictures Imageworks (Culver City, CA)

(multiple tenures)

Sr. Technical Director, Lighting & Compositing, Look Development

- Delivered Academy Award winning visual effects for Spiderman 2.
- Other projects nominated for an Academy award include: Spiderman; Chronicles of Narnia: The Lion, the Witch and the Wardrobe; Superman Returns; Monster House; Surf's Up & Alice in Wonderland.

7/2012 - 10/2012

Walt Disney Feature Animation (Burbank, CA)

(& 3/2010 – 9/2011)

Lighting Artist

- Completed several shots, while developing setups for both lighting sequence and using fx elements.
- Built shots in a comprehensive manner to allow for easy migration to stereo 3d pipeline.

5/2008 - 12/2008

LLP Digital (Los Angeles, CA)

Look Development Supervisor/3D Generalist

- Responsible for lighting and asset creation (design / model / texture) on all full cg shots.

12/2007 - 4/2008

Cafe F/X (Santa Monica, CA)

Lead Artist/3D Generalist

- Delivered shots on an accelerated schedule. Developed multiple assets for sequence.

9/2002 - 12/2002

Digital Domain (Venice, CA)

Digital Artist/3D Generalist

- Held responsibilities from animatic to final render & compositing on commercial work.

8/2000 - 12/2000

Dreamworks SKG (Glendale, CA)

Digital Artist/3D Generalist

- Entered project late, yet still integrated into existing pipeline and delivered several effects shots on an accelerated schedule.

6/1998 - 7/2000

Station X Studios LLC (Santa Monica, CA)

VFX Supervisor, Sr. Digital Artist/3D Generalist

- Supervised and delivered several car commercials for various clients on time and on budget.
- Helped create pipeline for workflow and methodology. From concept, to 3d scanning, to front end and back end.

9/1997 - 5/1998

IXL-Los Angeles, Inc. (Westwood, CA)

Sr. Digital Artist/3D Generalist

- On set vfx supervision for green screen projects.
- Seamlessly composited live elements with CG virtual sets.

SKILLS & SOFTWARE

- Katana, Unreal Engine 5, Nuke, Renderman, Arnold, Photoshop, Maya, Substance Painter, Davinci Resolve