

# King Nigoza

## CG Generalist

Sylmar, CA 91342

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Highly skilled, creative and amiable CG Generalist specializing in both hard surface and organic look-development, lighting, modeling and texturing, complemented by some experience in compositing and animation for TV episodic, film and commercial.

## EXPERIENCE

**Be Grizzlee** - CG Lighter/Generalist (Freelance) | Oct 2023 - Jan 2024 | (Unreleased)

Led the lighting of two product commercials for a multinational technology company

**Apple** - CG Generalist (Independent Contractor) | Apr 2023 - Oct 2023 | Jun 2022 - Dec 2022 | (WWDC and Apple Events)

Lighting and compositing Apple products for multiple events

**Impossible Objects** - CG Generalist (Freelance) | Feb 2023 - Mar 2023 | (Core Power)

Modeling, texturing, lighting and environment assembly including vegetation, mountains and character rock sculptures

**A52** - CG Generalist (Freelance) | Jan 2023 - Feb 2023 | (Invesco QQQ)

Modeling, texturing and look-development of various assets such as a humanoid robot, food and clothing accessories

**Marvel Animation Studios** - CG Generalist (Contract) | Oct 2021 - Jun 2022 | (Unreleased)

Modeling and texturing stylized characters, environments and props for an animated TV series.

Layout environments for previs

**Method Studios** - CG Lighter (Freelance) | Sep 2021 - Oct 2021 | (Genesis)

Lighting and rendering a car commercial

**CoSA VFX** - CG Generalist (Freelance) | Aug 2020 - Sep 2021 | Nov 2018 - Jun 2020

Modeling, texturing, look-development, lighting and animating both hard surface and organic characters, assets and environments for TV episodic and Films.

(*Raising Dion, Archive 81, Nancy Drew, Westworld, Gotham, Lucifer, CSI: Vegas, Station 19, Pennyworth, The Prom, Agents of S.H.I.E.L.D, The 100, The Unbearable Weight of Massive Talent, The Healing Powers of Dude, Togo, Runaways, Swamp Thing, Another Life, Good Omens and The Orville*)

**AT&T Creative** - CG Generalist (Freelance) | Jun 2020 - Aug 2020 | (NFL Sunday Ticket)

Texturing, look-development and lighting characters, props and environments for a stylized commercial

**Digital Giant** - CG Lighter/Generalist (Freelance) | Jan 2018 - Nov 2018 | (Hyundai, GMC, Subaru)

Look-development and lighting cars for live action VFX commercials and website configurators

**We Are Royale** - CG Generalist (Freelance) | Dec 2017 - Jan 2018 | (Under Armour)

Modeling, texturing, look-development and lighting hard surface props for a commercial

**Saatchi & Saatchi** - CG Generalist (Freelance) | Jul 2017 - Dec 2017 | (Toyota)

Lighting and compositing cars for billboards and website configurators

**Brain Zoo Studios** - Character Model/Texture Artist (Freelance) | Jun 2017 - Jul 2017 | (Guardians of the Galaxy Animation)

Modeling and texturing a mechanical Groot

## Computer Skills

Maya, V-Ray, Redshift, Arnold, ZBrush, Substance Painter, Mari, Substance Designer, Nuke, Unreal Engine, Photoshop, Illustrator, After Effects, Premiere, Shotgrid, Ftrack

## Education

**Otis College of Art and Design** - BFA | Digital Media

Sept 2014 - May 2017

Graduated with Honors