



ANDREA F. ROSADO RODRÍGUEZ

Lighting Artist and Composer

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Education

Savannah College of Art and Design (SCAD), Savannah, Georgia

Bachelor of Fine Arts in Visual Effects

Graduation: June 2024

Academic Achievements: Dean's List (2020-2023), SCAD Academic Honors Scholarship, Multi-cultural Scholarship, SCAD Achievement Honor Scholarship, Student Media Endowed Scholarship

Work Experience

VFX Production Assistant, Baked Studios NYC (Present)

- Assisting Clients
- Attend the Office
- Shadow Artists

Freelance Composer, Hornet NYC (Fall 2024)

- Cleanup, CG integration and Green Screen Key for a commercial

Compositing Intern, Hornet NYC (Summer-Fall 2024)

• Composite shots for live action and CG commercials by doing heavy rotoscoping and cleanup work along with other 2D effects in Nuke

- Help prepare project assets and conforms
- Created Matte Paintings for a Social Media Ad

2D compositing Intern, Assembly VFX NY Remote Work (Summer 2023)

- Composite shots for Death and Other Details show and Supacell show
- Followed guidance and mentorship from supervisors and other artists
- Created a Lens Distortion Gizmo for a show

Editor-In-Chief of RenderQ, SCAD Student Media (2021-2024)

- Launched One of SCAD's blogs focused on Digital Media content.
- Write weekly articles
- Interview industry professionals
- Host meetings with editors and members

Collaborative Work

Composer in SCAD Animation Studios project "Time Flies" (Spring 2024)

- Integrated 2D Characters into 3D Characters and 2D plates
- Created a Lens Effect Script for the team to use.

Look Development Artist, Producer and Composer for The Mill Mentorship Class (Fall 2023)

- Created materials procedurally in Houdini Redshift.
- Did compositing and CG Integration for one shot.
- Organized the team and made sure we were meeting everything needed for deadlines

Visual Effects Supervisor of the Series "Carved in Stone" (Fall 2022-Spring 2023)

- On-Set supervision at XR Stage and Location
- Managed a team and organized shots for delivery
- Real-Time Lighting in Unreal Engine and Compositing in Nuke

Soft Skills

Strong Communication, Fully Bilingual (Spanish and English), Disciplined, Organized, Honest, Detail Oriented, Leader

Software Skills

Nuke, Flame, Autodesk Maya, Unreal Engine, Houdini, Photoshop, Illustrator, Premiere Pro, Da Vinci Resolve, Fusion, Shotgun