

ANDREA F. ROSADO RODRÍGUEZ

Lighting Artist and Composer

andrearosado1522@gmail.com

www.andrearosado1522.com

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

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

- Composite shots for 2 different shows and one film
- 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-Present)

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

Orientation Assistant, SCAD Student Involvement (Fall 2022)

- Provide support to First Year Students

Collaborative Work

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

Visual Effects Supervisor and Composer of "Mother Morphine" (Fall 2022-Winter 2023)

- On-set supervisor
- Did compositing in Nuke by cleaning the plate with roto work.

Composer in student project "A Flame Reach" (Fall 2022-Winter 2023)

- Did 2D Tracking
- Composited fire into the scene

Soft Skills

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

Software Skills

Autodesk Maya, Nuke, Unreal Engine, Houdini, Photoshop, Illustrator, After Effects, Premiere Pro, Da Vinci Resolve