

DEMORRIUS SIMS

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EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts in Animation
2009-2014

PROFESSIONAL EXPERIENCE

WALT DISNEY ANIMATION STUDIOS

2019-2023 | LIGHTING ARTIST

FROZEN II | ENCANTO | RAYA AND THE LAST DRAGON | STRANGE WORLD | WISH

- Responsible for lighting, rendering, and compositing shots together with both character and environment renders into a final frame until it meets the vision of the Director, Production Designer, Director of Cinematography, and Lighting Supervisors.
- Responsible for creating sequence foundation and key shot lighting rigs, shot lighting and compositing templates for consumption by other artists.
- Expected to present shots in a dailies environment, effectively communicate and troubleshoot issues regarding my shots, and deliver top-notch work within production deadlines.

COSA VFX

2018-2020 | LIGHTING ARTIST

WESTWORLD | RAISED BY WOLVES | SWAMP THING | GOTHAM | RESIDENT ALIEN | THE ORVILLE

- Responsible for creating key lighting rigs and shot lighting and creating Look Development for characters, environments and props.
- CG scene assembly of all assets from applicable departments.
- Worked closely with CG Supervisors and Global Head of 3D to determine the best approach to solving CG challenges and developing the final look for shots.
- Attended dailies sessions and supported the CG Supervisor and show.
- Solved creative and technical problems using simple, efficient techniques, communicated ideas and processes with teammates, and iterated rapidly based on client notes.

DOUBLE NEGATIVE

2018-2018 | LIGHTING ARTIST

DEADPOOL II | FIRSTMAN | VENOM | ANT-MAN AND THE WASP

- Responsible for shot lighting, rendering, and compositing shots together with both character and environment renders into a final frame until it meets the vision of the Director of Cinematography and Lighting Supervisors.
- Expected to present shots in a dailies environment, effectively communicate and troubleshoot issues regarding my shots, and deliver top-notch work within production deadlines.

MPC

2017-2018 | LIGHTING ARTIST

X-MEN: THE NEW MUTANTS | ALPHA | JUSTICE LEAGUE | WALMART BACK TO SCHOOL CAMPAIGN

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- Expected to present shots in a dailies environment, effectively communicate issues regarding my shots, and deliver top-notch work within production deadlines.

THE DVI GROUP

2014-2017 | DIGITAL ARTIST

HANSGROHE USA | KODAK | GOODWILL

- Responsible for lighting, rendering, and compositing shots together with both character and environment renders into a final frame until it meets the vision of the Art Director and client.
- Responsible for creating moodboards, concept art, and other materials to support pitches with Art Director to clients.

SKILLS

Maya / Katana / Nuke / Linux / Renderman / Clarisse / V-Ray / Hyperion / Redshift / After Effects / Shotgun / RV

AWARDS

ENCANTO | BEST ANIMATED FEATURE FILM, ACADEMY AWARDS

FIRST MAN | BEST VISUAL EFFECTS, ACADEMY AWARDS

FIRST MAN | BEST SPECIAL VISUAL EFFECTS, BAFTA FILM AWARDS

THE KISS

Direction and production of animated short film

POST MAGAZINE MINI FEATURE 2016 SIGGRAPH EDITION

CGW MAGAZINE MINI FEATURE 2016 SIGGRAPH EDITION

SIGGRAPH COMPUTER ANIMATION FILM FESTIVAL 2015 LOS ANGELES, CA

SHORT SHARP FILM FESTIVAL 2014 COFFS HARBOUR, AUSTRALIA

