

DEMORRIUS SIMS

www.d-sims.com | contact.me@d-sims.com | 678.789.7816

PROFESSIONAL EXPERIENCE

WALT DISNEY ANIMATION STUDIOS

Lighting and Compositing Artist | 2019-2026

FROZEN II | ENCANTO | RAYA AND THE LAST DRAGON | STRANGE WORLD | WISH | MOANA 2 | HEXED

Responsible for lighting, rendering, and compositing shots together with both character and environment renders into a final frame to meet 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

PARAMOUNT ANIMATION STUDIOS

Compositing Artist | 2025-2026

AVATAR AANG: THE LAST AIRBENDER

Responsible for delivering artistic vision of Production Designer while maintaining consistency of shots across sequences, and integrating elements such as characters, special fx (water, fire, and smoke), and environments into a final composite

Working under the direction of the Comp Supervisor to address notes and to at times "plus" work done by partner studios

COSA VFX

Lighting Artist | 2018-2020

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

Responsible for creating key lighting rigs, shot lighting, creating Look Development for characters, environments and props, and 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

DOUBLE NEGATIVE

Lighting Artist | 2018-2018

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

Lighting Artist | 2017-2018

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

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 issues regarding my shots, and deliver top-notch work within production deadlines

THE DVI GROUP

Digital Artist | 2014-2017

HANS GROHE 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

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts in Animation
2009-2014

SKILLS

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

