

Gal Roiter

Lighting & Look Development Artist, Technical Director

LINKEDIN

www.linkedin.com/in/galroiter

E-MAIL

gal@galroiter.com

REEL

please send a request via email

Citizenships

Germany, Israel

Lighting and Look-Development Artist, Generalist T.D. with broad experience in Film, Games and TVC running through entire production pipelines. Self sufficient T.D. as well as a strong team member. Additional skills: modeling (hard surface & organic), texturing, shading, compositing, scripting and python programming, leading, set up workflows and logistics. Strong eye for photorealism, light and composition.

EXPERIENCE

Sony Pictures Imageworks

Senior Lighting Technical Director, Look development, Compositing

Films: *"Spider-Man: Homecoming"*, *"Suicide Squad"*, *"Smurfs: The Lost Village"*

Vancouver, Canada

11.2015 - current

ILOURA

Senior Lighting Artist

Films: *"Ted 2"*

- Shot lighting, compositing, debugging and creation of python tools for maya and nuke.

Melbourne, Australia

01.2015 - 07.2015

WETA DIGITAL

Lighting Technical Director

Films: *"The Hobbit: The Battle of Five Armies"*, *"Dawn of The Planet of The Apes"*,
"The Hobbit: The Desolation of Smaug"

Wellington, N.Z.

07.2013 - 11.2014

ILOURA

Lighting Artist

Films: *"I, Frankenstein"*

- Shot lighting, created customizable Seq. light rigs and HDR material, supported look development stages.
- Created python tools, helped optimize, troubleshoot and tech support for pipeline and rendering.

Melbourne, Australia

01.2013 - 05.2013

DOUBLE NEGATIVE

Lighting Technical Director, Lead

Films: *"Skyfall"*, *"Total Recall"*, *"The Dark Knight Rises"*, *"John Carter"*,
"Harry Potter and The Deathly Hallows: Part 2"

- Lead lighting & look development on *"The Dark Knight Rises"*, *"Skyfall"*.
- Shot lighting of environments, assets and hero characters, created light rigs, customized HDR material.
- Provided technical support, optimize workflows, mentor and problem solve for different departments.
- Created compositing solutions for optimized CG integration to live action using custom made AOVs.
- Modeled, textured and look developed assets.

London, U.K.

11.2010 - 10.2012

BROADCAST POST PRODUCTION

Lead Lighting & Look-development

- Senior look development and lighting T.D. on commercials and "Tribes" feature film pilot.
- Lead a team of artists in the modeling, texturing, shading, lighting and compositing stages.
- Troubleshoot and technical support.

Tel Aviv, Israel
2009 - 2010

CHANNEL 10 ISRAEL

Lighting Technical Director

Ramat Gan, Israel
2009

JCS POST PRODUCTION

Lead Lighting & Look-development

- Lead the artists of JCS's 3D department on different TVC projects.
- Senior lighting technical director and look development artist.

Tel Aviv, Israel
2008 - 2009

POST OFFICE POST PRODUCTION & CREATIVE

Lighting Technical Director

Tel Aviv, Israel
2008

DREAMS AND MAGIC LTD

Lighting Technical Director, Creature T.D.

Tel Aviv, Israel
2006-2007

PRIMUS DESIGN & ANIMATION

Animator, Compositor

Tel Aviv, Israel
2001

ISRAEL DEFENSE FORCE - MILITARY POLICE

Programmer, Graphic Designer

Ramat Gan, Israel
1999-2000

AWARDS

- Rhythm & Hues 2006 Scholarship Honorable Modeling Dep.
- Savannah College of Art and Design 2002 Frances Larkin Portfolio Scholarship

EDUCATION

Savannah College of Art and Design, Savannah GA 2002-2006
Bachelor of Fine Arts, Animation Department

SKILLS

Programming: Python, MEL, Some experience with C++

Software: Renderman, 3delight, Arnold, Mental Ray, Vray, Manuka, Katana, Maya, 3dsmax, Zbrush, Mudbox, Photoshop, Nuke, Shake, After effects

O/S: Linux, Mac OS X, Windows