



CHARLOTTE DE LAINE


CG LIGHTER & CONCEPT ARTIST

CONTACT

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 <https://charlottedelaine.wixsite.com/portfolio>

 Sydney, Australia

EDUCATION

University of Technology Sydney

2024

Course:

Animal Logic Academy Masters of Animation and Visualisation

Departments:

- o Concept art
- o CG lighting

University of New South Wales

2021 - 2023

Course:

Media Arts Bachelors - Majoring in Animation and 3D visualisation

Achievements and experiences:

- o 2021 Dean's List academic excellence achievement
- o 2023 Dean's List academic excellence achievement

SKILLS

3D Software & Real Time Game Engines

- Maya
- Katana Foundry
- Nuke
- Unity
- Unreal Engine 5

Adobe suit

- Photoshop
- Animate
- After effects

Illustration software

- Procreate
- Krita
- Heavypaint
- Clipstudio Paint

ABOUT ME

I aim to bring stories to life through art and aspire to insight passion and creativity in others.

My goal is to be a visual developer and CG Lighting artist in the film and game industry. My deep love for sci-fi and fantasy genres inspires various aspects of my work; and my experience ranges from years in both traditional and digital art. As well as, design experience in 2D, 3D and live action projects.

WORK EXPERIENCE

Junior lighting Artist

Rising Sun Pictures

March - Current 2025

- Creatively light shots based on brief and act on feedback efficiently
- Prepare shots for lighting by creating HDRIs and extracting information from reference balls and charts
- Worked in collaboration with other departments and lighting team to problem solve issues and deliver targets on time

Student Volunteer

SIGGRAPHH ASIA 2023

December 2023

- Aided guests with questions and providing information
- Assisted in the setup of presentations and requests of presenters
- Worked in teams to help set up the event space efficiently and orderly

Design Internship

Cheeky Little Media

March - April 2023

- Collaborated with design team, working on visual development and designs for kids shows
- Developed visual designs in accordance to a brief
- Produced additional promotional content for shows

2D Animator and Editor

Filipou Greek Tavern

February 2023

- Editor, scene compiler and 2D animator
- Applied creative intuition to produce a professional outcome for a client
- Collaborated in team environment cross communicating with other production departments

CG Animation Design Internship

Vandal

June - September 2022

- Participated in creative production advertisement
- Engaged with industry production process
- Collaborated with 3D visualisation production team

Children's Book Illustrator

Child Writes

2014

- Furthered planning and production skills
- Communicated with the writer about their vision for the project
- Drafted and produced storyboards and concept designs

REFERENCES

Provided upon request