

ABIGAIL PUHALA

LIGHTING ARTIST & TECHNICAL DIRECTOR

CONTACT

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EDUCATION

2023

- Bachelor of Science in Visualization

Texas A&M University
College Station, TX

- Magna Cum Laude
- Minor: Computer Science
- TA to beginner computer science students for 3 semesters.

Spring 2022

- Study Abroad

Akademie für internationale Bildung
Bonn, Germany

SKILLS

Software / DCC's:

- | | |
|------------------------|-------------------------------------|
| • Maya | • Nuke |
| • Houdini | • Katana |
| • RenderMan | • Arnold |
| • Solaris | • RV |
| • Substance Painter | • Unreal Engine |
| • Shotgrid | • Perforce |
| • Tractor | • Deadline |
| • Jira | • Confluence |
| • GitLab | • Bitbucket |
| • Rez | • Zeno / Zviz |
| • Google Suite | • Microsoft Suite |
| • Adobe Creative Suite | • Universal Scene Description (USD) |

Languages / Packages:

- | | |
|-----------------|-----------|
| • Python | • C / C++ |
| • PySide / PyQt | • Java |
| • JavaScript | • HTML |
| • MEL | • Haskell |
| • Lua | |

OS:

- | | |
|-----------|---------|
| • Linux | • MacOS |
| • Windows | |

PROFESSIONAL EXPERIENCE

09/2023 - present

- **Junior Lighting / Compositing Artist**

ICON Creative Studio - Vancouver, BC

Productions: **WondLa** (Skydance Animation)

- Lit, rendered, and composited shots to approval using Maya, Arnold and Nuke.
- Received and implemented feedback to ensure shot quality, and worked with team to ensure sequence continuity.
- Worked to meet production quotas and achieve the creative vision of the show client.

06/2023 - 09/2023

- **Junior Department Technical Director - Lighting**

Spin VFX - Atlanta, GA

- Supported Katana and USD pipeline development.
- Provided front line technical support to lighting artists and adjacent departments.
- Assisted in Python 3 and Rez migration.

INTERNSHIP EXPERIENCE

05/2022 - 11/2022

- **Undergraduate Intern - Pipeline Technical Assistant**

Lucasfilm Animation Ltd. - San Fransico, CA

Productions: **Star Wars: The Bad Batch**

- Developed and maintained tools for proprietary and commercial DCC applications used in the animation pipeline.
- Provided technical support to story artists.
- Participated in lighting dailies, and observed other teams in animation production and learned about how to best support them.
- Assisted in Python 3 migration project.

06/2021 - 08/2021

- **CG Summer Intern**

Cloud 10 Studios - Dallas, TX

Productions: **SOAR** (Salesforce)

- Assisted and shadowed the production manager and 3D artists.
- Assisted with production, lighting, rendering, virtual production, and archival related tasks.
- Attended client meetings and internal company meetings, and gained insight into industry business practices.