Aldrich Torres

Contact Information

reel: www.aldrichtorres.com/reel
email: aldrichtorres@gmail.com
phone: **310.422.5129**
portfolio: aldrichtorres.com/portfolio

Jun 2023 - Current

Google
Job title: Virtual Prototyping Artist
Software: Maya, V-ray, Nuke, Houdini

Jun 2021 - Jun 2023
(2 year 1 month)

Sphere Entertainment Co.
Job title: Senior Concept Artist
Software: Maya, Arnold,V-ray, Nuke

Aug 2020 - Jun 2021
(10 months)

Framestore
Job title: Senior Lighting / Lookdev TD
Software: Maya, Arnold,V-ray, Nuke

May 2019 - Aug 2020
(1 year 3 months)

Psyop
Job title: Lead 3D Artist / VFX Supervisor
Software: Maya, Arnold, Nuke

Feb 2020 - Mar 2020
(1 month)

Team One
Job title: Senior Lighting / Lookdev Artist
Software: Maya, Redshift, Nuke

Feb 2019 - Jun 2019
(4 months)

CoSA VFX
Job title: Lighting Lead / Lookdev
Software: Maya, V-Ray, Atomic, Nuke
- SwampThing
- Another Life

May 2018 - Jan 2019
(8 months)

Digital Giant
Job title: Lighting / Lookdev Lead
Software: Maya, V-Ray, Nuke

Mar 2016 - Nov 2017
(1 year 8 months)

Digital Domain
Job title: Senior Lighting Artist
Software: Maya, V-Ray, Atomic, Nuke
- Beauty and the Beast
- Ready Player One
- Independence Day: Resurgence

Dec 2015 - Mar 2016
(3 months)

Psyop
Job title: Senior Lighting / Lookdev
Software: Maya, Arnold, Nuke

Nov 2014 - Oct 2015
(11 months)

The Mill
Job title: Lighting / Lookdev Artist
Software: Maya, Arnold, Nuke

Jan 2014 - Nov 2014
(10 months)

Psyop
Job title: Lighting Artist
Software: Maya, XSI, V-Ray, Arnold, Nuke

Education

Major: BFA in VFX, June 2009
              Graduated Cum Laude

Savannah College of Art and Design

Software & Skills

Maya
V-Ray
Arnold
Redshift
Nuke
Renderman
Houdini
UE
Python
Linux

References

Available upon request

Aug 2014 - Sep 2014
(1 month)

Apple
Job title: Lighting Digital Artist
Software: Maya, V-Ray, Nuke
- Apple watch

Aug 2013 - Nov 2013
(3 months)

Zoic Studios
Job title: Lighting Artist
Software: Maya, V-Ray, Nuke

Jul 2013 - Jul 2013
(1 month)

We Are Royale
Job title: Lighting Artist
Software: XSI, Arnold, Nuke

May 2013 - Jul 2013
(2 months)

Psyop
Job title: Lighting / Lookdev Artist
Software: Maya, Arnold, V-Ray, Nuke

Oct 2012 - Mar 2013
(5 months)

Digital Domain
Job title: Lighting Artist
Software: Maya, V-Ray, Atomic, Nuke
- Iron Man 3

Jun 2012 - Jul 2012
(1 month)

Rhythm & Hues
Job title: Houdini Lighting TD
Software: Houdini, Mantra, Lighthouse, Icy
- R.I.P.D

Mar 2012 - Jun 2012
(3 months)

Psyop
Job title: Lighting Artist
Software: Maya, Arnold, V-Ray, Mental Ray, Nuke

Jun 2010 - Apr 2012
(1 year 10 months)

Mass Market
Job title: Lighting / CG Generalist
Software: Maya, Mental Ray, Arnold, Nuke

Mar 2010 - Jul 2010
(4 months)

Gravity
Job title: Junior Lighting / Lookdev Artist
Software: Maya, Mental Ray, Nuke

Jun 2008 - Aug 2008
(2 months)

Digital Domain
Job title: Lighting Intern
Software: Maya, RenderMan, Mental Ray, Atomic, Nuke