

ENRIQUE MUNOZ

LIGHTING | LOOK DEVELOPMENT | COMPUTER GRAPHIC ARTIST

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CAREER SUMMARY

Experienced Lead Cinematic Lighting Artist specializing in creating stunning visual effects for film, animation, and gaming industries. With a track record of delivering award-winning projects, I bring a wealth of expertise in lighting techniques, pipeline development, and team leadership.

WORK EXPERIENCE

Senior Lighting Artist II | Blizzard Entertainment Inc. 7/2014- 1/2022; 5/2026-Present

- Co-Developed Redshift Render Engine lighting workflow and Confluence documented best practices.
- Setup Deep Rendering & Compositing render workflow. Also developed Nuke scripts and gizmos.
- Lead Lighter cinematic projects which lead to increased game sales. Lead team counts as many as 12 artists. Mentored and oversaw both creative and technical issues for sequence/shots, and helped maintain projects on schedule through clear communication with other departments and management.

Senior Lighting Artist | Rouge Studios 11/2024- 5/2026

- Created lighting blueprints, complex materials and tools to speed the lighting process.
- Troubleshoot and resolve lighting related technical issues, ensuring optimal performance.
- Mentored other artists, created work processes, stepped in as Lead when Art Director was away.
- Created lighting setups for many real time game cinematics in Unreal Engine.

Senior Lighting Artist | Nant Studios 2/2024- 11/2024

- Sole Lighting Artist on mobile game cinematic.
- Developed PBR pipeline/workflow for lighting and compositing including proper OCIO Aces setup.
- Created Nuke scripts using deep compositing and gizmos for use with other team compositors.

Unreal Generalist | Tipping Point Solutions, Inc. 8/2023- 1/2025

- Took 1 paragraph descriptions with provided level maps and created complete multi-minute cinematics.
- Cinematic work went from A to Z, Previz/Layout, Assets(model/texture/materials), MetaHumans with Mocap data, Camera setups (lenses, placement, duration of shots), and Niagara FX.
- Setup lighting rigs for character and environments using Lumen.

Senior Lighting Artist | Imagendary Studios Inc. 1/2022- 7/2023

- Setup OCIO Aces color lighting workflow in Unreal Engine and NukeX.
- R&D with Confluence documentation to educate team on best practices when lighting in Unreal Engine deferred rendering workflow.
- Developed lighting looks for various shots. Setup environment lighting rigs.

Generalist / Lighting TD | Reliance MediaWorks VFX 5/2014- 7/2014

- Lighting and Compositing on multiple shots for the Emmy nominated Television series, Black Sails.

Generalist / Lighting TD | RGH Themed Entertainment 3/2014- 5/2014

- Lighting and Compositing on multiple shots for sphere projection project.

Sr. Technical Director Lighting & Compositing II | Sony Pictures Imageworks 3/2001- 3/2014

- Delivered Academy Award winning Visual Effects for Spiderman 2.
- Many other Oscar nominated films include: Spiderman, Chronicles of Narnia: The Lion, the Witch and the Wardrobe; Superman Returns; Monster House; Surf's Up & Alice in Wonderland.
- Worked outside of pipeline to meet and exceed expectations for shot delivery. (Created geometry and shaders when resources were not available to be officially done)
- Dialed in shaders/materials to certain looks for both photoreal and stylized assets.

Lighting Artist | Walt Disney Feature Animation 3/2010- 10/2012

- Completed several shots, while developing setups for both lighting sequences and FX elements.
- Built shots in a comprehensive manner to allow for easy migration to Stereo 3D pipeline.

Look Development Supervisor | LLP Digital 5/2008- 12/2008

- Modeled/Textured/Shader work on assets.
- Developed Lighting look for all shots on project.

3D Generalist | Café FX 12/2007- 4/2008

- Modeled/Textured/Shader work on assets.
- Delivered Lighting & Compositing for shots on an accelerated schedule.

3D Generalist | Digital Domain 9/2002- 12/2002

- Responsible for all aspects, from animatic to final render & compositing on commercial work.

3D Generalist | DreamWorks SKG 8/2000- 12/2000

- Entered project late, yet still integrated into existing pipeline and delivered several effects shots on accelerated schedule.

VFX Supervisor / Sr. Digital Artist | Station X Studios LLC 6/1998- 7/2000

- Supervised several car commercials for various clients on time and on budget.
- Oversaw all aspects from 3d Scan of car and all other CG pipeline steps, to client interfacing, and final delivery to digital intermediate.

3D Generalist | IXL – Los Angeles, Inc. 9/1997- 5/1998

- On set VFX Supervision for green shoots.
- Seamlessly composited live elements with CG virtual sets.

TECHNICAL SKILLS & SOFTWARE

Unreal | Nuke | Katana | Substance Painter | Arnold | Renderman | Maya | Photoshop | Davinci Resolve | Blender3D