

# BRIAN P DEAN

LIGHTING/COMPOSITING

## ABOUT ME

I have 20 years lighting animated features at major studios, from Ice Age to the Oscar-winning Spider-Verse. Equally fluent in traditional render pipelines (Katana, Nuke, Arnold) and real-time engines (Unreal). I've recently been exploring new techniques and keeping my skills sharp by creating content under Amulet Studios.

## CONTACT

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## PRODUCTIONS

**Robots**  
lighting TA/additional lighting  
**Ice Age The Meltdown**  
lighting /compositing/fur  
**Horton Hears A Who**  
lighting/compositing/fur  
**Ice Age Dawn of the Dinosaurs**  
lighting/compositing  
**Rio**  
lighting/compositing  
**Ice Age 4 Continental Drift**  
lighting/compositing  
**Epic**  
lighting/compositing  
**Rio 2**  
lighting/compositing  
**Peanuts**  
lighting/compositing  
**Ice Age Collision Course**  
lighting/compositing  
**The Emoji Movie**  
lighting/compositing/stereo  
**Hotel Transylvania 3**  
lighting/compositing/stereo  
**Small Foot**  
marketing lighting  
**Spiderman Into the Spiderverse**  
lighting/compositing/stereo  
**Angry Birds 2**  
lighting/compositing/stereo  
**Over the Moon**  
lighting/compositing/stereo  
**No Activity**  
key lighting/compositing  
**Luck**  
lighting/compositing  
**Gossamer**  
lighting and finishing  
**Fables**  
lighting and finishing

## PAST EXPERIENCE

**Blue Sky Studios**  
2003-2016  
Senior Lighting TD

**Sony Imageworks**  
2016-2020  
Senior Lighting TD

**ATKPLN**  
2020-2021  
Lighting Lead

**Skydance Animation**  
2022  
Senior Lighting TD

**Bron Digital**  
2022-2023  
Unreal Finisher

**Amulet Studios**  
2023-current  
Founder

## SKILLS

### PROFICIENT IN

Nuke  
Maya  
Katana  
Unreal Engine  
Davinci Resolve  
After Effects  
Photoshop  
Lightroom

### EXPERIENCE WITH

Blender  
Zbrush  
Marvelous Designer  
SpeedTree  
Substance Painter  
Houdini



bpd

Animation and Unreal Engine reels can be found here:  
[brianpdean.com/reels](http://brianpdean.com/reels)

Currently located in Connecticut. Willing to relocate.