RAPHAEL CHRISTOPHE PROTTI

cg artist | technical director

323.842.7868 raphael@cookingwithlasers.com www.cookingwithlasers.com 6020 whitworth dr, los angeles, ca 90019

objective

To create beautiful, inspiring work and foster rewarding collaborations

work experience

7 years total work experience in production as digital artist for film and broadcast, with emphasis on lighting and look development. 2 years as staff, 5 years as freelancer.

project log

Asylum- film: *Transformers*, *Déjà Vu*. commercial: Boeing, Propel, Rice-a-Roni, Cub Cadet.

B1 Media- Harry Potter and the Goblet of Fire DVD menus.

Bl:nd- THQ Motocross Cinematic trailer, Bissell, Verizon.

Brand New School- tv: Aflac, Kia, FoodMaxx, Coca Cola, Target, Fuel TV, Toyota.

Digital Domain- event: Air Force promotional.

Engine Room- film: Wizards of Waverly Place: The Movie.

Eight Vfx- tv: Bavaria Beer, T-Mobile commercials.

GiantSteps- tv: Toyota Prius C commercial.

Gradient Effects- film: The Box (nominated for VES award 2009), Fireflies in the Garden, The Informers, The Invention of Lying, Feast of Love, Southland Tales, DragonBall, Gamer, Piranha, Priest. tv: Who's Gonna Save My Soul (Gnarls Barkley, VES nomination 2008, Grammy nomination 2008). Krupp (VES Nomination 2009).

Look Effects- film: *Southland Tales*, Next. tv: Sudberry, Bones. Space Shuttle Experience for NASA Kennedy Space Center

Method Studios- tv: Sony PS3 Spot, Miller. film: Pirates of the Caribbean III

Mirada- tv: United Healthcare

Psyop- tv: Fable III Spot, Allstate commercials.

Sony Pictures Imageworks- film: *G-Force* (lighting/comp TD)

Stardust- tv: Budweiser, Sprint, T-Mobile commercials.

Superfad- tv:CA Lottery commercial, Chase Sapphire, Nike, XBox, Aleve, Netflix

Yu+Co- film: *Green Lantern* (3D and look development on title sequence), Chase Sapphire.

Zoic Studios- games: FIFA 2006, The Godfather, Medal of Honor cinematics tv: Spyhunter commercial spot, Ultra, Three Pounds episodics.

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areas of expertise

* Look development for visual effects, LIDAR scanning and on set supervision, lighting, compositing, texture painting. Brand identity development and design execution.

* Project management and training experience in several fields and through multiple jobs (IT, 3D graphics.), as lighting lead, lookdev lead, supervisor, and manager. Teaching experience in 3D graphics, training of new hires and English/French tutor.

software skills

Photoshop, Maya, Mental Ray, Render Man, 3Delight, Shake, After Effects, Nuke, Katana, Body Paint, Boujou, MatchMover, Illustrator, Painter, Draw, Dreamweaver, Fireworks, Premiere, Final Cut, Blast Code, Zbrush, Rush, Deadline, VRay, Terragen.

other skills

5 years Windows network administration, 5 years Linux user, OS X, HTML, some MEL scripting and shader language. Fluent in French and Russian, basic Spanish conversation.

education

Gnomon School of VFX. Hollywood CA. Jan 2005 - Certificate

Claremont McKenna College. Claremont, CA. Spring 1997 B.A. Dual Major: Economics and Russian. Received Honors.

Monterey Institute of International Studies. Monterey, CA. Summer 1995

Gorny Institute. St. Petersburg, Russia. 1995 Russian studies.