

# RAPHAEL CHRISTOPHE PROTTI

cg artist | technical director

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

## objective

To create beautiful, inspiring work and foster rewarding collaborations

## work experience

6 years total work experience in production as digital artist for film and broadcast, with emphasis on lighting and look development. 2 years as staff, 4 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 vacuum commercial.

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

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

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

**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*, *Game*, *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*

**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: various pitches, CA Lottery commercial, Chase Sapphire

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

**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.

## 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

**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.

