

ISABELLE JONSSON

LIGHTING, TEXTURE & LOOKDEV ARTIST



CONTACT



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Los Angeles, CA

SKILLS

- Character & prop texture and look development
- Tileable texture creation for fabrics and environments
- PBR material creation and understanding
- UV optimization
- Lighting & rendering
- Eye for color, value and composition
- Able to navigate complex pipelines
- Strong organizational and multitasking skills

SOFTWARE

- Maya
- Arnold
- Houdini
- Nuke
- Substance Painter
- Substance Designer
- Unreal Engine

EXPERIENCE

○ Freelance Lighting & Material Artist

Scout & Swan

Remote

Jan 2024 - Present

- Developed a lighting pipeline for products and environments.
- Created a library of various tileable materials.
- UV optimization to establish proper scale across all assets.
- Working directly with clients to ensure their vision and deadlines are met.

○ CG Lighter & Material Artist

The Mill

Los Angeles / London

Nov 2021 - May 2023

- Lighting and rendering characters, props, and environments for both realistic and stylized cinematics and commercials.
- Setting up and managing render layers. Implementation of fx, animation and other assets.
- Texture and look development for various props and characters.
- Translating concept art and reference into highly detailed textures and materials.
- Simple compositing.

○ CG/Unreal Engine Intern

The Mill

Los Angeles

Sep 2021 - Nov 2021

- Lighting and rendering for realtime cinematics.
- Texturing and look developing stylized characters and props for full CG cinematics.