

# Alejandro Hernandez

Lighting Artist

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## PROFILE

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Detail-oriented, motivated Lighting Artist with 7+ years of production experience across VFX, animation, e-commerce, and real-time rendering. Skilled in Arnold, Katana, Nuke, Maya, and Unreal Engine. Strong track record of delivering high-quality lighting under tight deadlines, managing render pipelines, and building reusable light rigs for large-scale productions.

## TECHNICAL SKILLS

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**3D Software:** Maya, 3ds Max, Katana, Unreal Engine, Nuke, Substance Suite, Arnold, RenderMan, V-Ray

**Core Disciplines:** 3D Lighting, Look Development, 3D Modelling, 3D Texturing, HDRi Calibration, Render Farm Management

## EXPERIENCE

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**Lighting Artist — Reel FX — Remote Freelance** *Aug 2026 – Present*

- Designed and maintained reusable light rigs in Arnold, including location-specific lighting setups.
- Executed key shot lighting across multiple sequences, maintaining consistent photographic quality.
- Performed sequence-wide continuity checks and adjustments in Katana and Nuke to ensure visual cohesion.

**Lighting Artist — Bardel Entertainment — Remote Freelance** *Apr 2026 – Sep 2026*

- Worked on sequence-wide lighting, responsible for all shots in the sequence.
- Responsible for compositing Nuke shots to be presented during daily reviews.
- Created lighting setups that are highly dynamic and tailor-made for HDR playback.

**Lighting Artist III — Meta (via Aquent) — Remote** *Aug 2024 – Dec 2025*

- Developed character lighting for a real-time VR project, delivering complex shots under tight deadlines.
- Managed Maya render farm operations, optimizing render times and resolving technical issues.
- Performed Nuke compositing and built custom tools to streamline the team's workflow.

**3D Generalist — Aireal** *Nov 2023 – Jul 2024*

- Executed real-time lighting for architectural visualization projects using Unreal Engine.
- Developed highly accurate materials and lookdev using Arnold and The Foundry Mari.
- Maintained a strong optimization focus to ensure real-time performance targets were met.

**Lighting Artist — Mikros Animation — Montreal, QC, Canada** *Jul 2022 – Oct 2023*

- Created macros and lighting tools in Katana to accelerate production workflows.
- Designed and maintained highly reusable light rigs in Arnold, including location-specific lighting setups.
- Executed key shot lighting across multiple sequences, maintaining consistent photographic quality.
- Performed sequence-wide continuity checks and adjustments in Katana and Nuke to ensure visual cohesion.
- Set up highly complex shots incorporating FX, crowd simulations, and environments for handoff to the compositing department.

**Senior 3D Artist — Wayfair LLC — Boston, MA** *Sep 2019 – Jul 2022*

- Managed and improved V-Ray-based light rigs responsible for 95% of the department's imagery.
- Tested and calibrated HDRis to ensure photorealistic, brand-consistent output.
- Led imagery QA reviews and maintained training documentation for light rig workflows.

**Visualization Specialist — ETC Simulations — Orlando, FL** *Mar 2019 – Aug 2019*

**3D Artist Intern — Framestore — New York City, NY** *Sep 2018 – Dec 2018*

## EDUCATION

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**B.S. Computer Animation** — *Nov 2015 – Aug 2018*

Full Sail University — Winter Park, FL

## REFERENCES

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Available upon request.