

# ADRIAN FERRARI

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## Professional Summary

Experienced Lighting & Compositing Supervisor with over 10 years in the computer animation industry, working across feature films and animated television. Known for delivering high-quality results through efficiency, creativity, and adaptability. Strong team player who thrives in collaborative environments while also excelling independently.

## Experience

### Dreamworks Animation TV - Lighting & Compositing Supervisor | Jul 2019 – Nov 2024

*Projects – Unannounced Series, Abominable and the Invisible City, Doug Unplugs*

- Led the lighting and compositing team to establish and maintain the visual style of multiple animated series.
- Collaborated with lighters to design and implement character and environment lighting setups, ensuring consistency and quality in a fast-paced production environment.
- Developed and documented custom compositing tools to enhance workflow efficiency.
- Managed communication with overseas partner studios to align on lighting vision and technical execution.
- Served as the primary point of contact for lighting and compositing in production meetings, working closely with the CG Animation and Art Directors on creative solutions.

### Dreamworks Animation TV - Lighting & Compositing Artist (HUB) | Feb 2016 – Jul 2019

*Projects – Dragons: Rescue Riders, Spirit Riding Free, Boss Baby - Back in Business, Fast & Furious Spy Racers, Voltron: Legendary Defender, Adventures of Puss in Boots*

- Developed lighting setups in Maya and V-Ray for characters, sets, and props.
- Created and maintained Nuke Gizmos for use by overseas studios in shot lighting.
- Partnered with supervisors and executive producers to define the visual look and feel of each series.
- Documented and optimized workflows for evolving studio pipelines and trained new team members on lighting processes.

### Dreamworks Animation TV - Technical Resource Administrator | Mar 2014 – Jan 2016

- Managed render farm operations and provided technical support for TV production.

### Dreamworks Animation - Asset Management Technician | Nov 2012 – Mar 2014

- Provided technical support, workstation setup, and asset management for feature

### Stereo D - Depth Artist | Jul 2011 – May 2012

*Projects – Avengers, Titanic 3d, Hansel & Gretel Witch Hunters, Abraham Lincoln Vampire Hunter*

- Created depth maps for 3D conversion of live-action films, contributing to the final stereoscopic effect.

## Skills

**Software:** Maya, V-Ray, Nuke, Unreal Engine, Adobe Photoshop, Adobe After Effects, Google Workspace, ShotGrid, Jira  
**Core Skills:** Lighting & Compositing, Workflow Optimization, Team Leadership, Project Management

## Education

**Bachelor of Fine Arts, Computer Animation** - Lynn University | Sep 2007 – May 2011

**DreamWorks Animation TV** – Lighting & Compositing Mentorship | May 2015 – Jan 2016

**Udemy** – Unreal Engine for Beginners (Certificate) | April 2024

**Coursera** - Google Project Management Certificate | Jan 2025

**Languages** - English & Spanish - Fluent