



Contact

Luuu Zavala
Los Angeles, California
(open to relocation
or fully remote work)

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Skills

Lighting
Rendering
Look Development
Texturing
Compositing
Modeling
Animation

Software

Houdini
Maya
Nuke
Unreal Engine
Mari
Adobe Substance Painter
Speedtree
Yeti

Render Engine

Renderman
Karma
V-ray
Arnold
Redshift

Scripting

Vex
Mel
Python

Language

Spanish (Native)
English (Fluent)

Summary

CG Lighting Artist with 3+ years of production experience across 20+ episodic and feature projects for Netflix, HBO Max, Apple TV+, Hulu, and Disney+. Skilled in full-sequence lighting from scene assembly and light rig design through final render delivery, with a strong focus on translating client creative direction into technically optimized, visually consistent shotwork. Proficient in Houdini Solaris and USD procedural workflows, RenderMan, and Nuke. Additionally experienced in Maya and V-Ray for modeling, look dev, lighting, and rendering across personal and production projects. Experienced collaborating cross-departmentally with compositing teams, leads, and supervisors to meet creative and technical briefs under tight production deadlines.

Professional

CG Lighting Artist
Ingenuity Studios, Los Angeles
October 2022 - February 2026

Main Responsibilities:

- Built complex CG environments using procedural workflows in Houdini Solaris, including crowd instancing, environment instancing, and asset management.
- Designed and built light rigs that matched the filmed plate lighting while maintaining consistency and shot continuity per sequence, with rigs on select projects being adopted by other lighters for sequence-wide use.
- Worked closely with leads, supervisors, and compositing teams to balance artistic intent with technical constraints, matching client-approved look and mood to on-set reference and concept art across productions.
- Optimized complex USD stages for render farm submission and compositing delivery, handling everything from render settings setup, render pass QC, and scene debugging to precomping renders for review, while independently managing render jobs in Deadline by allocating nodes, monitoring job reports, and troubleshooting render issues to maintain performance and meet delivery schedules.
- Built and lit a large-scale aerial sequence depicting 1800s London for Washington Black (Hulu), including procedural road networks, city layout, and asset populations across buildings, crowds, vehicles, waterways, and vegetation. Rendered beauty passes in RenderMan and volumetric elements including fog, smoke, and river FX in Karma, delivering optimized 4K renders to the compositing team ahead of schedule under evolving creative direction.

Episodic Contributions:

Lucky, Season 1 (Apple, 2026)
Emily in Paris, Season 5 (Netflix, 2025)
Washington Black, Season 1 (Hulu, 2025)
The Studio, Season 1 (Apple, 2025)
The Pitt, Season 1 (HBO Max, 2025)
Only Murders in the Building, Season 4 (Hulu, 2024)
No Good Deed, Season 1 (Netflix, 2024)
One Piece, Season 1 (Netflix, 2023)

Film Contributions:

You, Me & Tuscany (2026)
Him (2025)
The Conjuring: Last Rites (2025)
House of Spoils (2024)
The Nun II (2023)
Shooting Stars (2023)

Education

Gnomon School of Visual Effects and Games
Bachelor's of Fine Arts in Digital Production
CG Generalist Track
October 2018 - July 2022

Vancouver Film School
One Year Diploma in 3D Animation and Visual Effects
VFX Track
March 2015 - March 2016