



# CASSANDRA HANKS

## CONTACT

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## SKILLS

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MAYA

NUKE

RENDERMAN

ARNOLD

HOUDINI

MENTAL RAY

ADOBE PREMIERE

ADOBE AFTER EFFECTS

ADOBE PHOTOSHOP

ADOBE LIGHTROOM

OPENGL

PYTHON/MEL SCRIPTING

C++

LINUX/UNIX

## PROJECT EXPERIENCE

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### "ST. LOUIS CANDLES", INDEPENDENT PROJECT

Lighter, Shader & Composer

Created photorealistic CG scene from personal photograph  
Used Arnold & Nuke

### "STAGE FRIGHT", STUDENT GROUP SHORT

Lighter, Composer & Layout Lead

Created Environment and character light rigs  
Lit shots with global illumination & volumetric lights  
Developed compositing network and render layers for entire short  
Did entire layout for short  
Troubleshoot render errors & developed a documented render workflow

### "WAKE", STUDENT GROUP SHORT

Lighter & Composer

Lit and composited shots to have a toon-shaded look with global illumination  
Troubleshoot render & pipeline errors

### "NIGHT AT THE MUSUEM", INDEPENDENT PROJECT

Lighter & Shader

Created Bone Texture  
Lit scene based on a stormy night using no global illumination

### "DARK LIGHT", STUDENT GROUP SHORT WITH DREAMWORKS

Layout Lead, Lighter & Composer

Did entire layout for short  
Used camera script to simulate unchained camera  
Created environment light rig and lit shots  
Developed compositing network and render layers for entire short

## EDUCATION

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### M.F.A. IN VISUALIZATION

Texas A&M University / August 2014

### B.S. TELECOMMUNICATION MEDIA STUDIES

Minor in Film Studies  
Texas A&M University / May 2011

## RELEVANT COURSEWORK

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Digital Lighting  
Image Synthesis  
Digital Image  
3D Modeling & Animation  
Summer Industry Course With DreamWorks  
Life Drawing