

JONATHAN HARKES

CG/VFX Professional

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PROFILE

A skilled artist with a passion for visuals and storytelling, I love to bring stories and worlds to life, whether that be in live action film, TV, animation, or anything else. I am always keen to be part of a team creating cutting-edge CGI and/or VFX, and with over 5 years professional experience in a variety of fields, I have a solid set of technical and artistic skills to bring to any team. A quick learner, I am always looking to grow and learn from those around me, developing as an artist and a creative, while helping others where I can. I can be counted on to produce high quality work on time and to the best of my ability in order to fulfill the brief of any job or client.

KEY SKILLS

Personal Skills

Reliable - I can be counted on to produce work on time and to a high standard. I am a firm believer in sticking to my word, and doing my part to achieve the desired outcome.

Team Player - I thrive in a team environment, and understand that the best results are achieved with others. I can be counted on to work well with others and keep people informed of progress and/or issues, as well as helping others.

Open to Critique - I believe the best way to grow as an artist and improve my work is to listen to and take on board the critique of other artists.

Quick Learner - I am always looking to learn new skills, techniques and software. I greatly value the opportunity to try new things and grow as an artist.

3D Skills

Strong 3d/Compositing Skillset - I have over 5 years experience working as a lighter/compositor in a large variety of projects, from VFX to full CG animation, and have a solid understanding of other areas in the 3D pipeline.

Light, colour and composition - I have a strong focus for lighting accuracy and colour, and how they work along with other aspects to create the required focus and mood in a composition.

Technical understanding - I have a solid technical ability and understanding, which enables me to troubleshoot issues as they arise, and gain an understanding of new software and pipelines.

Understanding of Scripting - I have some experience working with MEL and Javascript, and can produce and edit basic scripts, as well as break down existing scripts to understand how they work.

Knowledge of numerous software packages, including:

-Maya/Mental Ray/Arnold

-Nuke

-Photoshop

-Deadline/Muster/Royal Render

-Blender

-Linux

CAREER HISTORY

March 2015 - Present

Luma Pictures

Lighter/Compositor (Junior)

Melbourne, Australia

Projects Included:

Alien: Covenant (2017)

Underworld: Blood Wars (2017)

Doctor Strange (2016)

Captain America: Civil War (2016)

Coca Cola "Mini Marvel" 2016 Superbowl Spot

The Divergent Series: Allegiant (2016)

Deadpool (2016)

The New Adventures of Figaro Pho (2015)

Working as a lighter and compositor on both high quality full CG animation and VFX for high end feature films and TVC. Duties include:

- Lighting and compositing a large variety of shots and lighting situations
- Working as part of a tight-knit team to deliver high volumes of work to a consistently high standard
- Working in a linux based vfx pipeline
- Assisting on look-dev for elements in shot context
- Regularly interfacing with supervisors and teammates for feedback and to ensure consistency across sequences

September 2014 - March 2015

3D Generalist (Freelance)

Auckland, New Zealand

Freelancing as a 3D generalist on a few projects, mainly TV Commercials at Kaleidoscope (working onsite in Auckland, NZ). Key jobs included:

- Modelling and texturing a range of photoreal cg products for various TVC's
- Creation of other 3D elements such as text and graphics
- Camera and product animation
- Lighting/Rendering of finished assets and animations
- Problem solving efficient methods to meet the brief
- Keeping producer informed of progress, issues etc.

January 2013 - December 2013

GamesLab NZ

Lighting/Rendering Artist

Auckland, New Zealand

Projects Included

- "Orc vs Elf" 3d slot for RTG

- "Pirate Isle" 3d slot for RTG

Worked as the in-house lighting/rendering specialist for Games Lab NZ, up until the closure of the Auckland branch in December 2013. Duties included:

- Lighting and rendering various shots and symbols for online 3D slot games
- Multi-pass compositing of renders in Nuke, and preliminary grading
- Working with the CG director on look development and visual styles
- Undertaking research to improve pipeline efficiency and visual fidelity
- Creation of light rigs and presets to ensure consistency through the projects
- Troubleshooting of render issues/render farm management
- Environment art, including matte paintings
- Co-ordinating with the post team based in Sydney as to their requirements

March 2011 - December 2012

Oktohor Animation

Lighting Artist/Compositor

Auckland, New Zealand

Projects Included:

Kung Fu Panda: Legends of Awesomeness

(Nickelodeon - 2012/2013)

Robot and Monster

(Nickelodeon - 2012)

Penguins of Madagascar

(Nickelodeon - 2011/2012)

Working primarily on Nickelodeon shows, including Penguins of Madagascar and Kung Fu Panda: Legends of Awesomeness. Was the first artist to work concurrently as both a lighter and compositor. Key responsibilities included:

- Lighting and rendering high volumes of shots to a consistent standard
- Working on lighting some key shots and colour scripts
- Compositing and grading high volumes of shots and ensuring consistency in the grade
- Troubleshooting various render/comp issues as they arose
- Working with producers to keep people informed of progress, issues, etc.
- Working efficiently to often tight deadlines

Ongoing Voluntary Work

Dreams in Shadow

VFX Artist/Film Crew

Working with a group of film professionals on various passion projects, assisting with lighting/media on film shoots and creating VFX in post.

EDUCATION

September 2008 - December 2010

Lifeway College

Diploma in 3D Animation (NZQA Level 6)

Diploma in Advanced 3D Animation (NZQA Level 7)

PERSONAL INTERESTS

Photography, Digital Art, Game development, Film-making, Stage lighting and AV, Travel, Outdoors

REFEREES

Andrew Zink

CG Supervisor, Luma Pictures

Email: andrewz@lumapictures.com

Sam Appleby

Producer,

GamesLab/Dynamite Games

Email: sam@games-lab.com.au

Paul Stephenson

Producer,

Kaleidoscope

Email: pauls@kaleidoscope.co.nz