

Lindsey Zecherle

3D Lighting and Compositing Artist

Emerging Lighting Artist skilled in 3D lighting for CG scenes, global illumination, and node-based compositing. Experienced with interpreting visual development artwork, integrating multiple mediums, and working iteratively with real-time feedback. Collaborative and responsive to direction.

Experience

Lighting Mentee Women in Animation Production Lighters Mentorship Circle (April 2025- September 2025)

- Developed expertise in production lighting and compositing by learning to manage a sequence from scratch in a feature film.
- Gained hands-on experience in sequence organization by applying industry best practices for lighting master shots, compositing workflows, and approval chains.
- Collaborated with industry professionals, receiving real-time feedback and learning to take direction from artistic and technical leadership.
- Built skills in shot-based 3D lighting, sequence organization, and iterative lighting workflows.

Lighting Lead/Generalist Pizza Party Productions (2024-Present) *Walk 3D* Animated Project

- Co-founded a studio of 20+ aspiring artists, overseeing production and co-directing through the animation pipeline.
- Used realistic and stylized lighting techniques in Unreal Engine for backgrounds and Maya for foregrounds. Composited elements from multiple mediums in Nuke to create a series of cohesive shots.
- Interpreted color keys and other visual development artwork, executing key elements of color, value, and contrast to achieve a specific art direction.
- Built and textured an open-world environment in Unreal Engine 5 using nanite meshes, as well as blended displacement materials and material instances.

Lighting Artist/Compositor Studio X, San Francisco (2024)

Chain 3D Animated Short Film

Winner, Chain of 80+ international awards

- Collaborated with the director, producer, lighting lead, and animators, attending dailies to discuss progress and receive feedback. Created multiple iterations of lighting, integrating constructive critique. Managed tasks within project timelines.
- Evaluated subtle differences in color, value, and contrast to meet artistic direction.
- Contributed to shots using Maya, Unreal Engine, and Nuke. Developed foreground lighting in Maya, compositing these assets over background elements rendered in Unreal.

Lighting and Look Dev Artist *Lost Things* Thesis Film (2023-2024)

Winner: Texturing - Hard Surface Academy of Art University Spring Show Exhibition

- Lit the scene with physically plausible lighting, using cinematic techniques such as color, contrast, and depth of field to convey mood and narrative. Fully textured all assets and groomed.

Contact

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Education

MA Animation & VFX, Lighting & Compositing

Academy of Art University (2024)

MA Filmmaking, Cinematography

University for the Creative Arts, UK (2020)

BA Telecommunications, Film & Television Production and Design

Indiana University (2017)

BA Theatre and Drama Indiana University (2017)

Other Training

Lighting for 3D Animation

Certification Academy of Animated Art (2025 - present)

Key Skills

Technical Tools

Maya, Nuke, Houdini, Unreal Engine 5, After Effects, DaVinci Resolve, Premiere Pro

Artistic Skills

Lighting and material manipulation, color and contrast design, strong visual sense, visual development interpretation, global illumination, compositing, cinematography

Interpersonal Strengths

Flexible and adaptable, feedback responsive, problem-solving, highly organized, collaborative, clear communicator, time management

Hobbies

Cinematography and experimenting with my camera, reading fantasy novels, gaming, and party planning.