

JONATHAN DAVIS

Lighting Artist | Composer | Technical Director

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PROFESSIONAL EXPERIENCE

Lighting and Compositing Artist

Walt Disney Animation Studios

📅 04/2019 - 09/2023, 06/2025 - 10/2025, 08/2026 -current 📍 Burbank, CA & Remote

- Key lighting, shot lighting, and compositing on six feature films, two limited series, and two short films.
- Collaborated with supervisors and the director of photography to establish lighting setups.
- Key lighter on *Encanto*, and *Raya and the Last Dragon*.
- Created Nuke compositing templates for artists.

AI / VFX Technical Artist

Meta via Insight Global

📅 11/2025 -8/2026 📍 Remote

- Creating visual effects solutions for Meta Research using a combination of CGI and AI tools.
- As group lead, scheduled meetings, gave notes, assisted artists with shot work.

Senior Lighting Technical Director

Sony Pictures Imageworks

📅 01/2018 - 12/2018 📍 Vancouver, BC

- Shot lighting, compositing, motion graphics, and stereoscopic for the feature film *Spiderman: Into The Spiderverse*.

Lighting Technical Director

Blue Sky Studios, 20th Century Fox

📅 09/2005 - 12/2017 📍 Greenwich, CT

- Shot lighting and compositing on nine feature animated films and three short films.
- Worked with leads to establish master lighting scripts.
- Worked with art directors, creating lighting for early character development.
- Created 3D sets in Layout and Assembly.
- Assisted with the creation of groomed/furred characters.
- Developed training documentation and courses for new lighting hires.

SUMMARY

An accomplished Lighting Artist and Technical Director with extensive experience in the animation industry. Jonathan has worked on high-profile projects for Walt Disney Animation, Sony Pictures Imageworks, Meta and Blue Sky Studios. With a strong background in lighting, compositing, and visual effects, he has played a key role in bringing animated features to life, having contributed to several major films and series. His technical expertise spans numerous software platforms, and he is known for his collaborative approach with directors, art teams, and supervisors to establish captivating lighting setups that enhance the storytelling of animation.

EDUCATION

Savannah College of Art & Design
Bachelor of Fine Arts in Computer Arts

- Portfolio scholarship.
- Co-producer and lighter for a Student Academy Award-nominated short film.

PROFESSIONAL SKILLS

3D

Maya, Nuke, Katana, Unreal Engine 5, Unity, Houdini, Embergen

2D

After Effects, Premiere Pro, Adobe Creative Suite, Substance Painter

Rendering

Arnold, V-ray

AI

Comfy, Tripo, Mixamo, Beeble

Hardware

Linux, Unix, Windows

Foundational

Color Theory, Drawing, Painting, Photography

FILMOGRAPHY

Walt Disney Animation Studios: Wish, Encanto, Raya and the Last Dragon, Strange World, Frozen 2, Zootopia 2, Baymax!, Short Circuit

Sony Pictures Imageworks: Spider-Man: Into the Spider-Verse

20th Century Fox: Ferdinand, Ice Age: Continental Drift, Ice Age: Collision Course, Rio, The Peanuts Movie, Ice Age: Dawn of the Dinosaurs, Rio 2, Horton Hears a Who!, Epic, Ice Age: The Meltdown

Fathom Studios: Delgo