

# TIFFANY THORESON

# DIGITAL MATTE PAINTER



## About Me

I'm passionate about digital art and pop culture. I enjoy working in both digital and traditional mediums. My influences include classical 90s' 2D animation, modern video games and art nouveau.

## Contact

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## Employment

2023 -Present | DMP Supervisor

### Atomic Cartoons

- evaluating storyboards and animatics for DMP scope and strategy early in the pipeline
- working with Production and clients (Netflix, Hasbro, Marvel, DTVA, LEGO, etc.) to deliver matte paintings within expectations and deadlines
- collaborating with Art Directors and department supes to execute a high standard of work for episodic TV, specials and shorts
- navigating multiple pipelines & projects simultaneously in Maya, Nuke and Photoshop
- interviewing, on-boarding & supporting teams of artists and production coordinators
- assisting with training materials and pipeline tools

2021 -2023 | DMP Lead Artist

### Atomic Cartoons

- executing stylized skydomes, set-extensions and paint-overs in Maya, Nuke, Katana, Substance, Unity and Photoshop

2017 -2019 | DMP & CG Env Artist

### MPC Vancouver & Montreal

- matte painting and modeling background elements to seamlessly integrate with photo-real shots in Maya and Nuke for multiple high-profile feature films, including Detective Pikachu, Ad Astra and A Wrinkle in Time
- Shot work included paint-overs, 2.5D projections, texturing assets and set extensions

## Software Skills



Familiar with Linux and Windows workspaces

Experienced with Shotgrid

Experience with 3D modeling, 2.5D projections in Nuke and painting in Photoshop or Substance

Some familiarity with game engines, renderers, procedural workflows, lidar scans and SpeedTree.