

# Elizabeth Keith

*lizakeith.com*

+1 310 991 1907

## Experience :

Saatchi & Saatchi, Los Angeles	senior shader programmer – Toyota	• February – March 2011
Cinesite, London, U.K.	senior shader programmer – John Carter of Mars	• May - November 2010
Attitude Studios, Paris, France	look development / lighting supervisor - The Prodigies	• April - October 2009
Disney Toon Studios, Burbank	look development / lighting supervisor - Tinkerbell: Fairies Series	• January - March 2009
Toonz Animation, Kerala, India	look development / rendering pipeline	• September - October 2008
VCL Tata-Elxsi, Bombay, India	shader programmer & look development - Roadside Romeo	• February - June 2008
Side Effects Software, Toronto, Canada	shader programmer - materials gallery	• May 2007 - January 2008
Disney Animation Studios, Burbank	shader programmer & look development - Meet The Robinsons, Bolt	• June 2004 - March 2007
Meteor, Montreal, Canada	rendering pipeline - Exorcist: The Beginning	• April - May 2004
Framestore, London, UK	shader development & lighting - Harry Potter 3	• October 2003 - March 2004
Digital Domain, Venice Beach	effects technical director - Peter Pan sequence supervisor - True Lies	• May - September 2003 • January - July 1994
Cinesite, Hollywood	shader programming / effects technical director - XMen 2	• February 2002 - April 2003
Rhythm & Hues, Playa Vista	effects technical director - Sum of All Fears lighting & compositing - Dr. Dolittle 2	• September - December 2001 • February - May 2001
Alias/Wavefront, Santa Barbara	software development - procedural textures	• June - September 2001
Sony Imageworks, Culver City	shader development - Harry Potter 1 lighting & compositing - Virtuosity, Anaconda	• November 2000 - February 2001 • May 1996 - January 1997
Cinema Graphics, Chatsworth	co-author - ShadeTree software	• November 1995 - October 2000
Oddworld, San Luis Obispo	CG supervisor - game cinematics	• March 1999 - April 2000
Hollywood Digital, Hollywood	3D supervisor - Earth to the Moon	• October 1997 - April 1998
Lost in Space, London, UK	lead technical director - NRG & Vauxhall commercials	• February - October 1995
Warner Bros., Sherman Oaks	compositing - Batman Forever	• February 1995
Digital Magic, Santa Monica	sequence supervisor - Highlander 3	• October 1994 - January 1995
VIFX, Marina Del Rey	effects technical director - Demolition Man FXTD / compositor - The Good Son	• June - September 1993
Rez*N*8, Hollywood	technical director - Interscope production manager / technical director - broadcast opens	• November - December 1993 • June 1991 - May 1992
Boss Films, Marina Del Rey	technical director - Journey to Technopia ride	• September 1992 - March 1993
Industrial Light & Magic, San Rafael	technical director - Terminator 2	• November 1990 - May 1991
deGraf/Wahrman, Hollywood	shader programmer - Journey to the 4th Dimension ride sequence lead - Hanna/Barbera ride, The Jetsons Movie	• March 1989 - April 1990
Capital Cities /ABC, Hollywood	technical director - broadcast logos	• May 1988 - February 1989
CG Europa, Roma, Italy	technical director - broadcast logos	• April - July 1987
Abel Image Research, Hollywood	customer support - AIR software	• August 1986 - February 1987
Lockheed, Burbank	software engineer - CADAM	• August 1985 - July 1986

**Skills :** Houdini - MAYA - RenderMan - VEX - Mental Ray  
shader programming - look development - digital effects - rendering support

**Education:** UCLA - Bachelor of Science in Math / Computer Science