

# EMILY DENITZA DIAZ

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LIGHTING AND COMPOSITING ARTIST- CHARACTER DESIGN ARTIST

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## CONTACT

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469-773-3601  
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## SKILLS

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Autodesk Maya  
Nuke Compositing  
IOS Procreate  
Photoshop  
Microsoft Excel  
Open Communicator  
Bilingual  
Microsoft Word  
Digital art  
Traditional art  
Character design

## EDUCATION

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John Horn High School  
**2019-2022**  
High School Diploma

Eastfield- Dallas College  
**2019-2024**  
Dual Enrollment

University of Texas at Dallas  
**2022-2025**  
BA Arts, Technology, and  
emerging Communications;  
concentration in animation  
and game development

## PROFILE

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A 2025 Animation Graduate from The University of Texas at Dallas looking for an opportunity to break into the animation industry as a lighting/ Composition artist or a Visual development artist as Character Designer.

## EXPERIENCE

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### **Disney College Program Participant – August 2025-ONGOING**

Employed by the Walt Disney company helping create magic at one of their multiple Orlando parks, learning company policies to help ensure guest are given the best experience. With the company, I am shown the different ways to provide a magical experience for those all around the world, meeting and growing my social circle far and wide!

### **Women's in Animation Lighting Mentorship- October 2025-ONGOING**

Joining a small group of talented artist in WIA; Women's in Animation, I am learning from industry professionals how to break in as a lighting artist. Learning tips and tricks from industry professionals to learn what it takes to work in the animation and games industry!

### **Director- Cherry Bomb! 2025 Student animated Film- August 2023- May 2025**

Directed a 3-minute student film Called "Cherry Bomb!", managed a small team of 27 talented artist and took creative executive decisions to ensure a successful student film. Communicated with each department to ensure clear and easy communication with deadlines and task that needed to be accomplished.

### **Lead Character/Prop Designer- Cherry Bomb! 2025 Student animated Film- August 2023- May 2025**

Lead character designer for my student film "Cherry Bomb!", took creative initiative to help lead my team to create a visually pleasing design for our main characters and prop designs that visually blended well.

**Lead Lighting and Composition Artist- Cherry Bomb! 2025  
Student animated Film- August 2023- May 2025**

Lead lighting and composition artist for student film "Cherry Bomb!" utilizing Arnold Rendering in Maya, I created visually pleasing lighting set up for over 17 shots in "Cherry Bomb", afterwards compiled all EXR renders and composed them into Nuke Compositing to comp all EXR's together.

**Lighting Artist- ATEC Animation Lab**

**January 2024-Ongoing**

As a lighting artist for the university of Texas at Dallas; My main job is to deliver creative liberties to the development of ATEC's film "Sunny". As a Lighting and compositing artist, I ensure that creative development of our film goes smoothly.

**-PROMOTED TO LEAD LIGHTING ARTIST AUGUST 2024-**

**Lighting Artist Lead- ATEC Animation Lab**

**August 2024-Ongoing**

Promoted to lighting lead for fall semester, As a lead lighting artist for the university of Texas at Dallas; My main deliverable is to be the main communicator between director and crew. I ensure the crew of Sunny any news or advice given to us by our directors and producers, As well as helping our crew with composition and Maya issues.

**Character Design Artist- ATEC Animation Lab; Pre-production**

**August 2023-Ongoing**

As a Character designer in ATEC, my job is to create a multitude of characters for the pre-production of The University of Texas at Dallas' upcoming student film. With a small, hand-picked team, I become a team player to help develop our creative ideas and help put them on display in our future films.