

Cole Armstrong

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Profile

I'm a Lighter and Compositor based in Canada and have been working in the industry for nearly a decade. Primarily I've worked in feature films and episodic animation at Sony Imageworks, DNEG Feature Animation, Stellar Creative Lab, Jam Filled, Snowball Studios and many more. I have in-depth knowledge of 3D workflows and pipelines due to my various studio experiences and education. I specialize mostly in Lighting and Compositing although I also have a 3D asset creation background and a diploma in Game Development. I love being challenged and am constantly seeking to expand my skill set and further my knowledge. I'm incredibly ambitious and am always searching for new learning opportunities (often through online courses and books).

Technical Skills

Nuke	Maya	Arnold	RenderMan	Karma	Redshift	Houdini
Katana	USD	Unity	Unreal Engine	Blender	Substance Painter	Davinci Resolve/Fusion

Education

Hugo's Desk Compositing Course (2019)
Advanced Diploma in Game Development from Durham College (2016)
OSSD - R.S. McLaughlin C.V.I. (2013)

Employment

Mikros Animation - Senior Compositing Artist (January 2026 - Present)

Establishing final "look" and setup of sequences referencing colour keys and collaborating closely with Leads and Supervisors. Developing tools, scripts and optimization techniques.

Sony Imageworks - Lighting and Compositing Artist (September 2025 - December 2025)

Taking shots from lighting to final delivery, ensuring highest possible feature level quality throughout. Working closely with leads and CG supervisor to keep continuity and story points consistent. Delivering using USD, Katana, Arnold, Nuke pipeline.

Guru Studio - Senior Compositing Artist (March 2025 - September 2025)

Creating final look for established pre-school series, "Paw Patrol" as well as developing custom tools to increase workflow speeds. Sequence compositing using multishot workflow tools created for Nuke 12 and helping test/develop new workflow for Nuke 16 transition.

Sony Imageworks - Lighting and Compositing Artist (November 2024 - March 2025)

Taking shots from lighting to final delivery, ensuring highest possible feature level quality throughout. Working closely with leads and CG supervisor to keep continuity and story points consistent. Delivering using USD, Katana, Arnold, Nuke pipeline.

Superduper - Houdini Lighting Technical Director (June 2024 - November 2024)

Light, lookdev and develop procedural workflow for NFT generation using PDG in Houdini. Created tools for automatic material import, assign and update. Tested and developed procedural compositing workflow allowing single artist to composite all 1000 pieces in NFT collection.

Stellar Creative Lab - Lighting and Compositing Lead (February 2023 - March 2024)

Assigning and training artists on a team of 12. Working to develop new and efficient workflows to increase the team's production. Review work and ensure continuity amongst shots and sequences. Create and share gizmos and python scripts to help make day to day challenges easier. Maintain team morale and a positive team outlook through tight deadlines.

DNEG Feature Animation - Compositing Artist (June 2022 - February 2023)

Taking Key and Child shots from lighting and compositing them to the final approved look. Other tasks include, providing DI mattes, submitting shots to internal and director dailies, testing tools for production, etc.

Snowball Studios - Lighting and Compositing Lead (February 2022 - June 2022)

Lighting, rendering and compositing to develop the final look for Key shots for episodic 3D animation. Train artists on new workflows/techniques as well as help create templates, tools and develop solutions to optimize efficiency. Approving artists shots, assigning work, troubleshooting technical issues and giving artist notes/feedback.

Max the Mutt College of Animation, Art & Design - Lighting and Compositing Instructor (September 2021 - June 2022)

Training fourth year students on the basics of lighting and compositing using Maya, rendering in Arnold and compositing in Nuke. Supervise student lighting and compositing work as they build an animated short film for their final project.

Snowball Studios - Assistant Lighting and Compositing Lead (July 2021 - February 2022)

Lighting, rendering and compositing to develop the final look for both Key and Child shots for episodic 3D animation. Train artists on new workflows/techniques as well as help create tools and develop solutions to optimize efficiency. Approving artists shots, assigning work, troubleshooting technical issues and giving artist notes/feedback.

Snowball Studios - Key Lighting and Compositing Artist (September 2020 - July 2021)

Lighting, rendering and compositing to develop the final look for both Key and Child shots for episodic 3D animation. Also worked as the team's compositing effects artist often using particle systems to create effects such as exhaust flames, bubbles, rays, etc. in both Fusion and After Effects.

SPINVFX - Compositor (March 2020 - September 2020)

Composite elements and plates together to create a photo-real final look for live-action episodic and feature productions. Also create any prep work such as roto, paint work and green screen removal. Acted as designated "buddy" to help train/assist new team members settle in.

Snowball Studios - Key Lighting and Compositing Artist (September 2019 - March 2020)

Lighting, rendering and compositing shots to develop the final look. Working as a Key Artist to create light rigs, render setups and compositing templates to be populated amongst artists with child shots. Tasks vary from plate prep, colour correcting, cg integration etc.

Jam Filled - Vue Artist (March 2019 - September 2019)

Exporting animation camera and latest set geo into Vue, then using Photoshop to create materials to procedurally populate realistic foliage around the set.

Stereo D - Nuke Compositor (August 2017 - March 2019)

Extracted and received vendor VFX scripts. Optimized scripts by baking down masks and elements while working to maintain all clean plates and depth information to assist departments down the pipeline. Was recognized on numerous occasions for above and beyond work on various shows and consistently exceeding quota.

Legend 3D - Depth Artist (July 2016 - May 2017)

Worked in Mocha to track and roto 2D footage. Exported roto to use in proprietary 3D software. Modeled roto cutouts in proprietary software to create depth maps which were used later in Nuke to convert footage into stereo.