TAYLOR LILLY **Lighting/Lookdev Artist**

Portfolio taylorlilly.com/lighting-reel
Contact Lilly.Taylor910@gmail.com • Brooklyn, NY

EXPERIENCE

Lighting Designer Meowwolf (2026- current)
- Conceptualize lighting design as a member of the audio, video, lighting team for an expansive, multi-floor interactive exhibit focused on supporting the mood/story and guiding guest's attention.
- Lighting previsualization for key moments and select spaces in the exhibit in Unreal Engine 5.

Lighting/Lookdev Artist Infrared Studios – "Project Infrared" (2025-2026)
- Lit and composited a full sequence for a stylized animated short film consisting of 7 shots within a fast-paced student production pipeline. Collaborated within a team of 4 lighting artists and 10 lookdev artists.
- Developed shaders and textures for assigned assets using Maya and Substance Painter. Used production tracking tools to manage shot progress and support delivery during a compressed spring production push.

Lighting/Lookdev Artist StudioX – "Pets" & "Scraps"(2025)
- "Pets" | Created a key lighting setup for team use on *Pets*, helping establish visuals. Lit two shots and textured an asset; built render layer presets and documentation to support efficient team workflows.
  Produced xGen groom transfer documentation and supported asset troubleshooting across pipeline stages.
- "Scraps" | Reviewed camera exports from Maya to Unreal and placed placeholder environment assets.

Lighting Designer for Theater & Live Events Freelance – various projects (2018-2025)
- Created, designed and documented lighting systems for live entertainment.
- Produced lighting plots, communicated notes to production teams, and supported technical execution.

CORE SKILLS

Lighting/Rendering shot lighting, key lighting, lookdev support, shader development, texturing, compositing, render layer setup, visual storytelling, production tracking
Software Maya, Arnold, Nuke, Unreal Engine 5, Substance Painter, Photoshop, Illustrator, Rebelle 7, ShotGrid, Flow Production Tracking, Python, MEL; Drafting Software: Vectorworks, Lightwright, SketchUp, AutoCAD
Production documentation, asset troubleshooting, pipeline support, cross functional collaboration, scheduling
Languages English, Beginner Korean, Beginner Spanish

AWARDS

ACADEMY OF ART UNIVERSITY – SPRING SHOW 2026
1st Place for Short Film category – "Project Infrared" Directed by Aahan Tiwari – Lighting & Lookdev team

EDUCATION

M.F.A. Animation and Visual Effects, Lighting & Lookdev Academy of Art University (2026)
Lighting/Lookdev Master's Thesis *Ages and Eras*
- Developed an original thesis centered on mood, period research, and cinematic lighting. Designed narrative sequences, including an exterior morning vignette and an interior candlelit scene.
- Created textured environments, characters, clothing, and hair using Maya, Unreal Engine 5, Arnold, Substance Painter, xGen, Marvelous Designer, Nuke, and ZBrush.

B.F.A. Production Design, Lighting/Scenery/Costume Design Savannah College of Art and Design
Certificate in Interior Lighting Design Parsons School of Design

INDUSTRY

Conference Associate Game Developers Conference (2026)
Lighting Art Mentorship under Jennifer King, WIA (2025-2026) **Club Co-Lead** WIAxArtU (2025-current)