

Lovepreet Mann

📍 Vancouver, BC | ✉ lovepreetmann@live.ca | 🎬 www.lovepreetmann.com

Profile

Enthusiastic Lighting & Compositing Artist with 10 years' experience in feature film and TV animation. Skilled in Nuke, Maya, Katana and Arnold, with a demonstrated ability to create compelling shots, lead teams, and deliver on tight production schedules. Passionate about crafting visuals that enhance story and emotion and creating work that resonates with audiences.

Experience

Lighting & Compositing Lead — Atomic Cartoons | Nov 2024 – Present

- Responsible for look-dev and lighting rigs for episodic production.
- Worked directly with directors to ensure quality and match color scripts.
- Guided team with documentation, feedback, and troubleshooting rendering challenges.

Lighting & Compositing Lead / Supervisor — ICON Creative Studio | Jan 2022 – Jul 2024

- Supervised episodic lighting & master shots development; mentored and guided a team of 20 artists.
- Collaborated with department heads to resolve cross-departmental challenges, ensured visual quality across sequences, and solved technical hurdles for the team.
- Developed key shots, lighting rigs, and documentation for episodic shows.

Lighting Artist — Animal Logic | Feb 2020 – Jun 2021

- Lit and composited master and child shots to match art direction under strict deadlines.
- Created and propagated light rigs for sequences.

Senior Lighting & Compositing Artist — ICON Creative Studio | Feb 2020 – Jun 2021

Lighting Artist — Bron Animation | Sept 2019 – Dec 2019

Lighting & Compositing Artist — Cinesite Inc. | Feb 2017 – Sept 2018

Senior Lighting Artist — Rainmaker Entertainment | Nov 2015 – Oct 2016

Junior Compositor — Nerd Corps Entertainment | Jan 2014 – Sept 2015

Skills

- Software: Nuke, Maya, Katana
- Renderer: Arnold, Renderman, V-Ray, Mental Ray
- Core Strengths: Lighting, Compositing, Rendering Optimization, Team Leadership, Mentorship, Story-Driven Visuals

Education

Art Institute of Vancouver — Diploma, Modeling for Animation & Games (2011–2013)