

DEJUAN MCCOY

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Education

Columbus College of Art & Design
Bachelor of Fine Art: Computer Animation
August-2007-December 2011-Columbus Ohio

TEDx talks Columbus Ohio Fall-2010
GC Assets, UV Artist
Worked on promotional piece.

AWARDS & SCHOLARSHIP

Faculty Award Scholarship CCAD
President List

Skills

Katana
Nuke
Maya
Zbrush
Mudbox
Modo
RealFlow
Unity3D
Arnold Render
RenderMan
Vray
Mental Ray
Mexwall
PF-Track
Mocha Pro
Studio Lighting
Photography
Adobe After Effect
Substance Painter
Substance Designer
Adobe Photoshop
unreal engine 4

Reel FX

Sep. -2019 to May -2020

Lighting/Compositing Artist

Responsible for virtual lights to visually enhance the objects or characters in the scene using physically-based raytrace renderer and industry standard node-based compositing tools. Performing compositing operations with the rendered layers created, including overall look and feel, color correction, extractions, rotoscoping, and other compositing effects as needed.

MPC

Apr. -2018 to Sep.-2019

Lighting Artist

Lighting TDs are responsible for producing high-quality lighting and rendering for CG scenes in vfx.

MPC

Sep.-2017 to Mar.-2018

Layout artists

Layout artists are responsible for composing shots in 3D, positioning or animating the camera, loading any needed set pieces and characters into the shot and putting them into their positions.

MPC

Apr. -2017 to Jul.-2017

Lighting Artist

Lighting TDs are responsible for producing high-quality lighting and rendering for CG scenes in vfx.

Midnight Kids Studio

Mar. -2016 to May-2016

CG / VFX Artist contractor

VFX Cleanup work, beauty work and screen replacements, Lighting and texturing.
Worked on show such as OWN's Greenleaf and Fox's Party Over Here .

You Tube Red- Fine Bros Entertainment

Feb. -2016 to Mar. -2016

VFX Artist

Creating and compositing 2D element over footage to help tell the story. Clean up VFX work, and screen replacements for a show called Sing It .

Emblematic Group- A Virtual Reality Studio

Jul. -2015 to Sep. -2015

3D Environment Artists contractor

Responsible for modeling props, texturing, lighting and scene composition for real time VR experience.

Stereo D

Jan. -2015 to Feb. -2015

Paint/Composite

Paint/Composite Artist responsible for delivering the final shots after stereo conversion.

Lord Danger - Ultra Music

Sep. -2014 to Nov. -2014

Look dev/ Lighting Artist

Worked on music video-shader editing, developing the look and feel of CG environments and props based on style guides, also lit and composite CG environments for final shots.

Friends Night - Fox ADHD

Mar. -2014 to Apr. -2014

Digital Compositor contractor

Assembling multiple images to make the final images.
Compositor on Axe Cop, Compositor on Stone quackers