

MARI WANG

Los Angeles, CA 90025 | contact@mariwangart.com

PROFILE

Qualified Lighting Artist with over ten years of experience in the industry. Skilled in crafting mood and atmosphere through lighting, while collaborating closely with directors and other departments. Overseas experience has strengthened my adaptability, cross-cultural communication, and ability to integrate diverse artistic perspectives. Passionate about pushing visual quality, optimizing workflows, and contributing to emotionally impactful cinematic experiences.

EXPERIENCE

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| October 2022-Present | Cinematic Lighting Artist, <i>Kojima Productions</i>
Responsible for lighting cutscenes for Death Standing 2. |
| January 2019-August 2022 | Lead Cinematic Lighting Artist, <i>Naughty Dog</i>
Responsible for lighting cutscenes for The Last of Us Part2. Also responsible for establishing clear art direction for the cinematic lighting team by working closely with Directors and Leads. |
| October 2012-January 2019 | Cinematic Lighting Artist, <i>Naughty Dog</i>
Responsible for lighting cutscenes for Naughty Dog games including Last of Us, Last of Us: Left Behind, Uncharted 4: A Thief's End and Uncharted: The Lost Legacy. |
| Mar 2012-September 2012 | Lighting Apprentice, <i>Walt Disney Animation Studios</i>
Responsible for lighting and compositing shots for Disney movie, Wreck-It-Ralph. |

EDUCATION

Gnomon School of Visual Effects, *Los Angeles, CA*
September 2011: Certificate in Digital Production

University of Hawaii at Manoa, *Honolulu, HI*
June 2006: Bachelor of Fine Art

DEMO REEL

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