

CARLO BORTULIC

Lighting | Rendering | Compositing | Lookdev & Shading

LINKS: [LinkedIn](#) | [ArtStation](#) | [Showreel](#)

Senior Lighting Artist with **10 years** of experience across animation and episodic TV and games. Works across the full CG pipeline with a focus on lighting, compositing, surfacing, look development. Credits include *Ogglies 2*, *Dora the Explorer*, *Askepote*, *Talking Tom & Friends*, *Raid: WW II*, *Red Solstice 2*.

Santa Cruz De Tenerife, Spain

hello@bortulicdesigns.com

+34 664036864

PROFESSIONAL EXPERIENCE

THE OGLLIES 2

B.Water Animation Studios, Santa Cruz de Tenerife, Spain

Senior Lighting Artist / Lookdev & Shading Artist

Aug 2025 – Ongoing

- Moved into Senior Lighting Artist (Feb 2026) role, taking ownership of shot lighting in Arnold and lighting sequences through to final-quality renders.
- Maintaining lighting consistency across shots and sequences while problem-solving complex lighting setups under feature-film deadlines.
- Creating and refining master materials that establish the visual style for the feature film *Ogglies 2*.
- Building and maintaining the look development material library used across the production.
- Developing cinematic lighting for characters and environments, ensuring visual consistency with the director's vision.
- Collaborating closely with the surfacing and shading team to align lighting with look development decisions.

Tools: Autodesk Maya | Arnold | Fusion | Blender | Substance Suite

DORA THE EXPLORER | ASKEPOTE

Tomavision, Santa Cruz de Tenerife, Spain

Senior Lighting Artist

Aug 2022 – Sep 2024

- Created cinematic lighting for characters/environments and established HDRI-based rigs
- Optimized scenes and managed render farm for efficient pipeline throughput
- Implemented lighting templates and collaborated across departments to enhance workflow
- Provided mentorship to junior artists, elevating team capabilities and output quality

Tools: Autodesk Maya | Arnold | Fusion | Houdini | Solaris

TREASURE TREKKERS SEASON 2

B.Water Animations Studios, Santa Cruz de Tenerife, Spain

Senior Lighting Artist

Feb 2021 – Dec 2021

- Created cinematic lighting for characters/environments and established HDRI-based rigs
- Optimized scenes for render efficiency and troubleshoot lighting and render issues across production shots
- Managed render submissions/wrangling and mentored junior artists to ensure smooth delivery and boost team output

Tools: Autodesk Maya | Arnold | Fusion

UNRELEASED MOBILE GAME PROJECT

Dings d.o.o., Zagreb, Croatia

3D Artist

Jan 2020 – Apr 2020

- Developed game-ready props and environmental assets optimized for mobile.
- Built PBR shaders compatible with Unity's performance requirements.
- Delivered full asset pipeline from concept modeling to in-game integration.

Tools: Blender | Unity | Substance Suite | Photoshop | Zbrush

SKILLS

Software & Tools

Autodesk Maya, Arnold, Houdini, Redshift, Blender, Nuke, Fusion, DaVinci Resolve, Solaris, Karma, Substance Painter & Designer, Unreal Engine

Artistic Skills

Cinematic Lighting, Lighting Design, Lighting Setup, Color & Mood, Lighting Continuity Across Sequences, Shot Composition, Look Development & Shading, Master Materials, Art Direction, Modeling, Texturing

Technical Skills

Lighting Templates & Gizmos, Render Optimization & Wrangling, Render Layers & AOVs, Color Management (ACES / OCIO), PBR Workflows, UDIMS, Pipeline Integration & Tooling, Debugging

Soft Skills

Team Collaboration & Mentorship, Problem Solving, Adaptability, Cross-Department Coordination, Communication, Proactivity

LANGUAGES

English | German |
Croatian | Spanish

EDUCATION

B.A. in Multimedia Design and Application

University North – Varaždin, Croatia
Oct 2012 – Oct 2016

Multimedia Technician

ŠUDIGO – Zabok, Croatia
Jan 2008 – Jan 2012

TALKING TOM & FRIENDS SERIES SEASON 4 | THE MASTER BUTCHER

POSTER d.o.o., Zagreb, Croatia

Lighting Artist

Jan 2019 – Dec 2019

- Created mood-driven lighting for characters and environments.
- Handled render wrangling and technical troubleshooting of lighting pipeline.
- Implemented FX simulations and contributed to render optimization.

Tools: Houdini | Redshift | Substance Suite | Photoshop

TALKING TOM & FRIENDS SERIES SEASON 4

FX Lab, Zagreb, Croatia

Lighting Artist

Jan 2018 – May 2018

- Executed lighting passes to match stylized visual tone across multiple scenes.
- Supported render wrangling, resource management, and shot prioritization for final output.
- Assisted in early-stage lighting pipeline setup and production-ready lookdev.

Tools: Houdini | Redshift | Substance Suite | Photoshop

RAID: WORLD WAR II

Lion Game Lion d.o.o. - Zagreb, Croatia

3D Generalist

May 2016 – Oct 2018

- Modeled detailed props and modular environments for FPS level design.
- Worked with outsourcing teams to ensure asset quality control and integration.
- Designed textures using Substance workflows and optimized geometry for engine performance.

Tools: Modo | Diesel Engine | Substance Suite | Photoshop | Zbrush