

ANGELA FOO

Lighting Artist

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SUMMARY

BFA in Digital Art and Animation a passionate Lighting and Compositing Artist with a great eye for physically based lighting and strong problem solving skills. Delivering quality work within production deadlines.

WORK EXPERIENCE

Animation Mentor

Lighting & Compositing Artist

May 2025 - September 2025

Lighting & Compositing Artist

May 2024 - August 2024

Lighting & Compositing Artist

May 2023 - August 2023

- Worked closely with the Art Director to achieve the mood and lighting for the assigned shots
- Responsible for Look development, Lighting, Shading and Compositing of animated shots
- Communicate effectively with the Art Director and Project Manager to make sure deadlines are met.

Marina Bay Sands

Senior Game Designer

March 2022 - August 2025

3D Generalist

March 2019 - March 2022

- Worked with a team to create 3D assets for games and interactive experiences.
- Collaborated with the Director, Art Director, and Programmer to bring their vision to life.
- Produced three successful projects: Mermaid's Glory, Mermaid's Treasure, and Christmas Looking Glass.
- Managed 3D modelling, animation, lighting, shading, and compositing for environments, characters and assets in 3DS Max and Unity.
- Produced promotional and instructional videos for use within the company.
- Communicate effectively with team members, and meet tight production deadlines.

EDUCATION

Academy of Animated Art

Lighting and Compositing

DigiPen Institute of Technology

Bachelor of Fine Arts in Digital Art and Animation

2014 - 2018

Ngee Ann Polytechnic

Diploma in Animation and 3D Arts

2011 - 2014

SKILLS

Skills: Lighting, Compositing, Shading, Texturing, 3D Modeling, Color, Contrast

Software: Maya, Nuke, Arnold, Substance Painter, 3DS Max, Photoshop, After Effects, Unity, UE5