

Paige Lai

Lighting Artist

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[Demo Reel](#) | [LinkedIn](#)

Education

Brigham Young University, Provo, UT

BFA in Animation — August 2021 to Expected April 2026

Experience

Shading Lead / Look Development Artist — *Honey Business (BYU 2026 Animated Short)*

Brigham Young University - May 2025 – Present

- Created physically based materials and shaders for foliage, trees, and hard-surface assets using RenderMan, Substance Painter, and Substance Designer
- Modeled, shaded, and groomed hero character asset using Maya, ZBrush, Substance Painter, Houdini, and Renderman
- Worked within a USD-based pipeline to ensure seamless integration across departments
- Led 8-person team on character and environment shading
- Provided feedback and technical guidance to team members to ensure visual consistency and efficiency

Lighting Teaching Assistant

Brigham Young University - Sep 2025 – Present

- Assisted 20 students with lighting and compositing in Houdini, Solaris, Unreal Engine, RenderMan, and Nuke
- Provided feedback, troubleshoot technical and artistic lighting issues, and run classroom lighting demonstrations
- Supported course curriculum by preparing example scenes and guiding students through professional workflows

Lighting Artist — *Love & Gold (BYU 2025 Animated Short)*

Brigham Young University - Dec 2024 – May 2025

- Lit 40+ shots using Houdini, Solaris, and RenderMan
 - Applied master lighting setups and customized per-shot and character lighting
 - Incorporated lead feedback to refine final renders and enhance visual quality
 - Set up render and compositing layers in Nuke; adjusted shaders and layouts for final shots
 - Collaborated with 30-person team to achieve artistic and technical goals
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Skills

- **Software:** Maya, Houdini, Solaris, Unreal Engine, RenderMan, Arnold, ZBrush, Substance Painter, Substance Designer, Nuke, Photoshop, Linux
- **Programming:** Python (entry-level), C++ (entry-level)