Jenson Dantes
3D Generalist

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EDUCATION

Savannah College of Art and Design   **Savannah, GA**

Bachelor of Fine Arts in Visual Effects   May 2026

PROJECTS

SCAD - Harbor Picture Company Mentorship   **Savannah, GA**

Generalist & Lighting   January – March 2025

- Supported the full CG shot pipeline for a luxury perfume commercial, including on-set HDRI capture, previsualization, look development, shading, lighting, and final rendering.
- Optimized render performance for ray tracing depth with high reflective and transparent hero assets, reducing per-frame render times from 3+ hours to under 1 hour.
- Prepared renders for flexible downstream compositing, implementing light linking techniques, render layers, and targeted AOVs, allowing for efficient iteration based on feedback in dailies.

SCAD - The Mill Mentorship   **Savannah, GA**

Lighting & Look Development   August – November 2024

- Prepared shaders, materials, and product lighting setups based on live action plates and on-set HDRIs within a commercial-style CG pipeline.
- Applied selective light-linking techniques and render layers to enhance hero assets, resolving conflicts between physical realism and brand driven aesthetics, ensuring optimal material for compositing workflows.

The Iron Chef – Student Film   **Savannah, GA**

3D Modeler   October – December 2024

- Modeled hard surface props as production ready assets for integration into the CG pipeline.

Press Start – Student Film   **Savannah, GA**

Compositor   May 2024

- Executed 2D tracking, roto, and background screen replacement.

COMMUNITY INVOLVEMENT

SIGGRAPH   **Denver, CO / Vancouver, BC**

Student Volunteer   August 2024, 2025

- Instructed and guided guests through immersive exhibits, assisted convention panelists and patron conflicts.

Savannah Film Festival   **Savannah, GA**

Student Volunteer   October 2022, 2023

- Managed and operated concessions, ensuring efficient service and maintaining high standards of customer satisfaction.

SOFTWARE & SKILLS

Houdini, Nuke, Blender, Maya, After Effects, Photoshop, Substance Painter, Arnold, Karma, Redshift, Cycles, USD, VEX, Node-Based Modeling