

Elaina Flores | Lighting and Post-Production Artist

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Education

Texas A&M University

Bachelor of Science in Visualization, GPA: 3.7

College Station, TX
August 2022 – May 2026

Exhibited Works:

- SIGGRAPH Faculty Student Submitted Works (Spring 2024): "Lockdown" selected for full film exhibition
- Viz Fall Show: Featured works include "Well to Hell" (2025), "Spellbound" (2024), and "Scorched" (2023)
- Viz-A-GOGO (Texas A&M Premiere Showcase): "Overmorrow" (Spring 2026), "Well to Hell" (Spring 2026), "Spellbound" (Spring 2025), "Lockdown" (Spring 2024); 3D Diorama *Broken Castle* featured in the main sculptural exhibition (Spring 2023)

Study Abroad: Queensland University of Technology

Coursework: Advanced Animation Production, Advanced Screenwriting, Visual Storytelling

Brisbane, Australia
February 2025 – June 2025

Professional Experience

The Walt Disney Company

Merchandising Operations Cast Member – Disney College Program

Lake Buena Vista, Florida
June 2026 – January 2027

- Maintain rigorous standards of "show quality" and thematic integrity within a highly detailed, immersive themed entertainment environment while performing fast-paced merchandise operations
- Execute high-volume merchandise operations and provide exceptional guest service while strictly adhering to corporate safety and operational guidelines
- Collaborate with a diverse, cross-functional team of Cast Members to ensure seamless daily operations and problem-solve in a fast-paced, dynamic setting

Technical Projects and Production Experience

"Overmorrow" (Animated Short Film)

Independent Filmmaker, Responsible for All Aspects

College Station, Texas
August 2025 – May 2026

- Developed an original short film concept and followed the traditional animation pipeline from pre-production to post-production to deliver a final polished film
- Created three distinct lighting rigs in the same environment using Unreal Engine's Lumen
- Troubleshooted numerous technical issues in multiple parts of the filmmaking process
- Sought outside critique and implemented changes based on outside criticism, success resulted in film being showcased in Viza-Go-Go

"Well to Hell" (Animated Short Film)

Lighting Co-Lead, VFX & Compositing Lead, Rendering Lead

College Station, Texas
August 2025 – December 2025

- Collaborated with a secondary lighting artist to establish and execute two master lighting setups, achieving distinct atmospheric tones for a stylized 3D environment
- Created 2D environmental VFX (fireflies, fog, candle flames) to interact seamlessly with 3D assets
- Led the rendering pipeline, generating multiple renders passes for complex compositing, solved rendering pipeline errors
- Implemented final color grading and integrated advanced camera effects to polish the final visual narrative in Nuke

Skills

Software: Unreal Engine 5, Foundry Nuke, SideFX Houdini, Autodesk Maya, Autodesk Motion Builder, Pixar Renderman, DaVinci Resolve 20, Adobe Photoshop, Adobe After Effects, Adobe Substance Painter, Procreate

Specialties: 3D Lighting, Compositing, Roto-Painting, Visual Effects, Rendering, Color Grading, Look Development, 3-D Modeling, Surfacing

Production Skills: Pipeline Management, Troubleshooting, Cross-departmental Collaboration, Technical Support, Quality Control, Technical Lead, Project Management