



# Rachael T. Chiarella

Environment and DMP Artist

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## Education:

### Marist College

(2009-2013, Poughkeepsie, New York)  
B.S. Digital Media and B.A. Fine Arts | Minor: Accounting  
Dean's List (2009-2013) | Summa Cum Laude | 3.89 GPA

### The Digital Animation & Visual Effects School

(2015-2016, Orlando, Florida)  
VFX Production Diploma

## Honors and Awards:

Academy Award for Best Visual Effects | BAFTA: 1917  
Alpha Chi National College Honor Society: Member  
The National Society of Leadership and Success: Member

## Experience:

**Sony Pictures Imageworks: Matte Painter** (June 2023-Present, Montréal, QC Canada) Work in feature film on digital matte paintings that include full background projections, crowd arrays, and complex matte paintings.

**Ghostbusters: Frozen Empire**

**Digital Domain: Environment Artist** (November 2020-June 2023, Montréal, QC Canada) Work in feature film and television on environments that include complex digital matte paintings and projections, set extensions, lookdev, texturing, modeling, and sculpting.

**Fantastic Beasts: The Secrets of Dumbledore | WandaVision | Lost In Space (Season 3)**  
**Loki (Season 1) | Blue Beetle | Black Adam**

**Reel FX: Matte Painter** (November 2019-October 2020, Montréal, QC Canada) Work in feature animation on digitally painted landscapes, cloud cycloramas, and paint-over CG models.

**SCOOB! | Rumble**

**MPC: DMP/Environment Artist** (May 2017-November 2019, Montréal, QC Canada) Work in feature film on environments that include complex digital matte paintings and projections, set extensions, full-scale environment composition and set dressing for large environments, modeling, and texturing.

**1917 | Godzilla: King of the Monsters | Justice League**  
**Artemis Fowl | X-Men: Dark Phoenix**

**MPC Academy Training: Junior Digital Matte Painter** (May 2017-August 2017, Montréal, QC Canada) Trained on previous MPC movies and live footage on digital matte paintings, projections, lookdev, and modeling.

**Green Harvest Production: Compositor** (July 2016-September 2016, Orlando, Florida) Integrated textured CG objects and lighting onto raw film footage. Manipulated through clean plates and matte paintings.

**Three To Get Ready: Partner/Co-Founder** (2013-Present) One of three creators and founders of a website, graphic design, and digital media business. Work with clients to develop their brand and manage finances.

**Likeable Local: Graphic Designer** (May 2014-May 2015, New York, New York) Created content for social media and advertisements using typography and design. Managed ads for small businesses.

## Skills:

Matte Painting, Digital Painting, Lookdev, Texturing, 3D Modeling and Sculpting, Layout/Set Dressing and Scatter, Compositing, 2D Animation, Web Design, Graphic Design, Figure Drawing, Drawing

## Programs:

Nuke, Photoshop, Maya, Mari, ZBrush, Substance Painter, Mocha, Mash  
Adobe Creative Suite, Wordpress, CSS, HTML, Shotgun Studio, 5pm