

WilliamGS@gmail.com

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William Glen Schilthuis

OBJECTIVE:

To create lighting that supports interesting stories. I also enjoy creating tools.

EXPERIENCE:

Ready At Dawn (Irvine, CA)

Lighting Artist

Feb 2014 - Present

The Order: 1886

Principal lighting for Mayfair and Tesla's Lab environments.

Moving Picture Company (Santa Monica, CA)

Lighting Artist

Sep 2011 - Feb 2014

Performed various roles including: on-set CG supervision, tool writing, look-development, lighting, etc. Projects include:

2014 Kia Soul, Totally Transformed: Lighting TD 2013

Supervisor: Andy Boyd

Software: Houdini, Mantra, Python, Nuke

Dust 514, Vicious Cycle: Lead Lighter 2013

Supervisor: John Cherniack

Software: Renderman, Maya

Nike+ Game On World: Lighting Artist 2012

Supervisor: Dan Marsh

Software: Maya, Mental Ray

Pendulum Studios (San Diego, CA)

Shading & Lighting Artist (Cinematics)

June 2010 - Dec. 2010

Red Faction: Armageddon: Lighting TD

Software: Maya, MentalRay, MEL

SIGGRAPH (New Orleans, LA)

Student Volunteer

Aug. 2009

SKILLS:

Software

Maya / Houdini

Adobe Creative Suite

Nuke

Microsoft Office

Renderers

V-Ray

Mantra

Mental Ray

Renderman / prman

Environments

Linux shell

mayapy/pymel

MEL

Python

EDUCATION:

Savannah College of Art and Design

BFA in Visual Effects,

2007 – Mar. 2011

Minor in Technical Direction