William Schilthuis

Lead Lighting Artist

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EXPERIENCE

id Software, Richardson, TX
Lead Lighting Artist   July 2021 - PRESENT

Respawn Entertainment, Chatsworth, CA
Lead Lighting Artist   April 2020 - May 2021
- Star Wars Jedi: Survivor
    - Recruited and trained two new hires
    - Planned story based lighting progression
    - Blueprint development

Senior Lighting Artist   May 2018 - April 2020
- Star Wars Jedi: Fallen Order
    - Established look development test beds, photometric exposure standards, and documentation
    - Worked directly with programmers to develop features
    - Training and support for in house and outsource lighters
    - Lighting on various planets and districts
        - Bracca: Work site, Trains
        - Zeffo: Crashed Venator, Tomb of Miktrull, additional bits
        - Kashyyyk: Assisted E3 cinematic lighting, additional bits

High Moon Studios, Carlsbad, CA
Lighting Artist   July 2015 - May 2018
- Destiny 2: Forsaken
    - Environment lighting primarily on various Tangled Shore exteriors
        - The Cobble, Sorik's Cut, The Boil, Salvage Zone QX
- Call of Duty: Infinite Warfare
    - Lighting for Operation: Burn Water (refinery on Titan)
- Destiny 2
    - Environment lighting on various areas of IO destination

Ready At Dawn, Irvine, CA
Lighting Artist   February 2014 - June 2015
- The Order: 1886
    - Environment lighting for Mayfair and Tesla's Lab
    - Various cinematic lighting

Moving Picture Company, Santa Monica, CA

Lighting Artist   September 2011 - February 2014

- Performed various roles including:
    - On-set CG supervision, HDRI acquisition
    - Look-development, lighting, rough compositing
    - Workflow and pipeline tools (python, MEL)
- Completed 31 jobs in roughly 2½ years, including:
    - Ads for Kia, Lexus, Nissan, Acura, Mercedes, Honda, Chevy
    - Dust 514: Vicious Cycle
    - Nike+: Game On World

Pendulum Studios, San Diego, CA

Shading & Lighting Artist   June 2010 - December 2010

- Red Faction: Armageddon
    - Materials, lighting, and MEL tools for pre-rendered cinematics

SCAD School of Film and Digital Media, Savannah, GA

Systems Support   January 2009 - March 2011

- Support for Linux and Windows systems

SKILLS

Soft Skills

- Strong technical knowledge
    - Shader programming, scripting, blueprints, photometric lighting
    - Familiar with current technical papers and rendering techniques
- Visual
    - Understanding of color, composition, contrast in 3D environments

Tools

- Unreal Engine, Maya, 3ds Max, Houdini, Nuke, Blender
- V-Ray, Arnold, Renderman, Mental Ray, Mantra
- Python, MEL, Linux (bash)

EDUCATION

Savannah College of Art & Design, Savannah, GA

BFA Visual Effects   2011

Minor in Technical Direction