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# William Schilthuis

## Lead Lighting Artist

[www.williamgs.com](http://www.williamgs.com)

[williamgs@gmail.com](mailto:williamgs@gmail.com)

469.426.4263

## EXPERIENCE

### Respawn Entertainment, Chatsworth, CA

*Lead Lighting Artist*

April 2020 - PRESENT

*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 code 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 and early development for Shadowlands environment lighting

### 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

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## **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

## **SIGGRAPH, New Orleans, LA**

*Student Volunteer*

August 2009

## **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*

2007 - 2011

Minor in Technical Direction