

---

# William Schilthuis

## Senior Lighting Artist

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

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

469.426.4263

## EXPERIENCE

### **Respawn Entertainment, Chatsworth CA** - *Senior Lighting Artist*

May 2018 - PRESENT

- 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

### **High Moon Studios, Carlsbad CA** - *Lighting Artist*

July 2015 - May 2018

- Destiny 2: Forsaken
- 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
  - Shaders, 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**

I first picked up 3ds Max in 2004 and am always eager to learn new skills

- 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