
William Schilthuis

Lead Lighting Artist

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EXPERIENCE

id Software, Richardson, TX

Lead Lighting Artist

2021 - PRESENT

Doom: The Dark Ages

- Work directly with director(s) of game, rendering, tools, art, etc
- Manage a team of 4-5 including in-office and remote
- Regularly review game and cinematic content

Respawn Entertainment, Chatsworth, CA

Lead Lighting Artist

2020 - 2021

Star Wars Jedi: Survivor

- Recruited and trained two new hires
- Planned story based lighting progression
- Blueprint development

Senior Lighting Artist

2018 - 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

2015 - 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

2014 - 2015

The Order: 1886

- Environment lighting for Mayfair and Tesla's Lab
- Various cinematic lighting

Moving Picture Company, Santa Monica, CA

Lighting Artist

2011 - 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

Pendulum Studios, San Diego, CA

Shading & Lighting Artist

2010

Red Faction: Armageddon

- Materials, lighting, and MEL tools for pre-rendered cinematics

SCAD School of Film and Digital Media, Savannah, GA

Systems Support

2009 - 2011

Support for Linux and Windows systems

SKILLS

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

Tools

- Unreal Engine, idStudio, Maya, 3ds Max, Houdini, Nuke, Blender
- Python, MEL, Linux (bash)

EDUCATION

Savannah College of Art & Design, Savannah, GA

BFA Visual Effects

2011

Minor in Technical Direction