
William Schilthuis

Lead Lighting Artist

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EXPERIENCE

id Software, Richardson, TX

Lead Lighting Artist

2021 - PRESENT

- Collaboration with leads and directors
- Creative reviews for all level lighting and cinematics
- Assignments, scheduling, 1on1s, performance reviews
- idTech technology development
 - Feature planning / discussions / testing / feedback
 - Model viewer & cinematic lighting tools
 - Exposure, HDR & color grading
- [Doom: The Dark Ages Revelations](#)
 - Managed team of 3 lighters and 1 vista artist
 - Level & Cinematic lighting
 - Slayer's Nightmare
 - Chain Spear Tutorial
 - Classic Doom maps
 - Ripatorium arena maps: Bone, Ice Hell, Classic
 - Various arenas
- [Doom: The Dark Ages](#)
 - Managed a team of 4-5 including in-office and remote
 - Onboarding for outsource lighting artists
 - Level lighting
 - [Sentinel Barracks – Slayer level](#)
 - [Sentinel Command Station – Slayer and Dragon levels](#)
 - Cinematic lighting for epilogue

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](#), [Passenger Train](#), [Cargo Train](#)
 - 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 Acura, Chevy, Honda, Kia, Lexus, Mercedes, Nissan](#)
- [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

Leadership

- Coaching, creative feedback, and planning
- Positive and realistic attitude

Strong technical knowledge

- Shader programming, scripting, blueprints, photometric lighting, color grading
- Familiar with current technical papers and rendering techniques

Visual problem solving

- Understanding of color, composition, contrast in 2D and 3D environments
- Gameplay, performance, and visually-oriented acuity

Tools

- idTech, Unreal Engine, various proprietary game engines
- Blender, Maya, 3ds Max, Houdini, Nuke, Resolve
- 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