
William Schilthuis

Lighting Artist

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EXPERIENCE

High Moon Studios, Carlsbad CA - *Lighting Artist*

July 2015 - PRESENT

- 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 and lighting for pre-rendered cinematics, MEL tools

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

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

- 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