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William Glen Schilthuis

OBJECTIVE-

To produce compelling imagery through surfacing, lighting, and technical direction in an environment where problem solving supports artistic success.

EXPERIENCE-

Pendulum Studios (San Diego, CA)

Shading & Lighting Artist June 2010 - Dec. 2010
Supervisor: Mike McCormick
Used Maya, MentalRay, and MEL on a daily basis to create cinematics for Volition's game Red Faction: Armageddon

SCAD School of Film and Digital Media

Systems Office Support Jan. 2009 – Mar. 2011
Worked with staff and other work-study to Troubleshoot, maintain, and improve Linux and Windows systems, as well as help students with technical issues.

Best Buy (Farmers Branch, TX)

Certified Digital Imaging Customer Specialist Oct. 2006 – Nov. 2009
Digital camera and camcorder sales associate.

SIGGRAPH (New Orleans, LA)

Student Volunteer Aug. 2009

SKILLS-

Software:

Maya	Mental Ray	Mudbox
Houdini	Renderman	Bodypaint3D
3ds Max	V-Ray	Adobe Creative Suite
Nuke	Unreal Editor, UDK	Microsoft Office
Shake		

Environments:

Windows / Linux	MEL (Maya)	RSL (Renderman)
bash (Linux shell)	Python	

EDUCATION-

Savannah College of Art and Design

BFA in Visual Effects, 2007 - 2011
Minor in Technical Direction

AWARDS, RECOGNITION-

SCAD:

- Combined Honors Scholarship
- Cum Laude BFA honors
- Work selected for SCAD catalog 2009, 2011