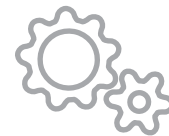


Christopher Logan

Lead Lighting and Materials Artist

10 years of lighting, compositing, materials and look development experience in the film and video game industry.

Experience



Amazon Game Studios, OC Lead Lighting and Materials Artist Breakaway

March 2017 - Current

- Product Owner on lighting and materials for Breakaway. This includes final decisions on all lighting and materials for in game levels, character selection screen, marketing renders, and renders for final UI.
- Developed new lighting pipeline and optimizations to maintain the 60 fps requirements for Breakaway
- Created Redshift and Nuke pipeline for finalized marketing images and reducing workload of art team
- Organized a pipeline using Substance Designer for a painterly look using procedural materials
- Working with and maintained a strong relationship with the FX, UI, environment, and marketing teams.

Rainmaker Entertainment Lighting and FX Supervisor Reboot: The Guardian Code

June 2016 – December 2016

- Supervised environment lighting, atmospheric, shot lighting, and post process
- Oversaw FX creation and integration into shots
- Worked closely with art director, show director to ensure all shots met the vision set.
- Developed both the lighting and FX pipelines in Unreal Engine 4
- Implemented all handoff procedures to our world building team. This included shot keys and FX controls allowing artists to drop these FX into shots.
- Created a handoff pipeline for PBR shaders from the surfacing department to lighting
- Helping to engineer new tools for shaders lighting, and FX artists.
- Produced optimization procedures in Unreal for lighting and FX

Sony Pictures Imageworks Senior Lighting TD

December 2015 – June 2016

Angry Birds Movie and Angry Birds Marketing

- Light and composite shots through final approval
- Present work to VFX Supervisor and CG Supervisor to ensure the look they wanted in every shot was met while maintaining sequence continuity.
- Develop lighting rigs on multiple sequences for other lighters in the studio to use

Harbinger Game Studios Owner/Studio Manager Unannounced Project

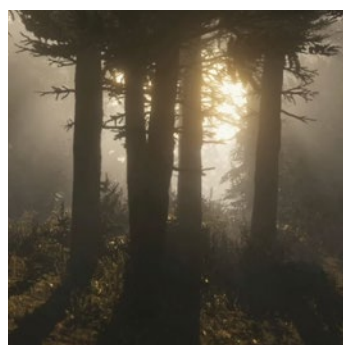
November 2013 – November 2015

- Created the strategy, vision, and mission planning for Harbinger Game Studios, LLC
- Developed strategic alliance with Unreal, Microsoft and Sony for development of games across the PC, Xbox One and PS4.
- P&L and capital forecasting for each stage of the project from initial R&D, Vertical Slice, and start-up phases.
- Analysis of problems currently plaguing larger game development environments with proposed solutions in over-coming these larger overlapping issues.
- Developed sales and marketing strategies for upcoming gaming projects.
- Working closely with management team to find holes in pipeline and further develop improved output without increasing hours.
- Raised capital for R&D Phase

Rockstar San Diego Lead Lighting Artist Grand Theft Auto V, Red Dead Redemption 2

March 2013 - July 2013

- Work directly with art directors across multiple studios to ensure their vision was met in environment/cutscene lighting, atmospheric and, post process.
- Directed lighting optimization for environment and cutscene lighting
- Develop new tools and techniques for upcoming titles from Rockstar for last gen and next-gen hardware with our development teams.



Contact



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(858) 226-6006

Projects

Breakaway

Reboot: The Gaurdian Code

Angry Birds Marketing:

The Bacholurette and Nickelodeon

Angry Birds The Movie

Red Dead Redemption 2

GTA V

COD Modern Warfare: Ghosts

Modern Warfare 3 DLC Pack 4

Modern Warfare 3 DLC Pack 3

Modern Warfare 3 DLC Pack 2

Modern Warfare 3 DLC Pack 1

COD Modern Warfare 3

Sherlock Holmes: A Game of

Shadows

Fast Five

Mars Needs Moms

A Christmas Carol

McCain's Chips Commercial

Bolt

Skills

Lighting / Atmo / Post Process
Shaders / Materials / Look Dev
Compositing
Rendering Tech
FX
Tools Dev
Shader Writing

Software

Maya
Houdini
Substance Designer
Substance Painter
Katana
RenderMan
Redshift
Arnold
Unreal Engine
Unity
Lumberyard
Photoshop
Python
Mel
RSL

Associations

ACM Member
SIGGRAPH Member
RenderMan Professional UG
IGDA (International Game
Developer Association)
Surfrider Foundation

Hobbies

Surfing
Hiking
Camping
Photography
Astronomy
Avid Reader
Cooking

Raven Software/Activision

August 2011 - February 2013

Lead Lighting Artist

MW3, MW3 DLC Pack 1, Pack 2, Pack 3, Pack 4, Modern Warfare: Ghosts

- Manage and task a team of six lighters
- Oversaw lighting, lighting timelines, pre-production lighting plans, rough out lighting, color keys, sky-boxes, optimization, and bug fixing.
- Worked with art directors across multiple studios ensuring continuity across SP and MP levels.
- Development and implementation of new lighting pipeline including extensive upgrades to the post process tools, identifying bottlenecks in the pipeline and fixes, creating extensive wiki documentation, and training of new processes for lighting teams at all studios.
- Helping to develop new tools, shaders and techniques for next-gen of titles from Activision for last gen and next-gen hardware with Raven's dev group.

Raven Software/Activision

June 2011-August 2011

Senior Lighting Artist

Modern Warfare 3

- Lighting, atmospherics, skybox/vista painting, lighting FX, and post process for SP and MP levels.
- Designed studio lighting color keys template.
- Completed color keys that include texture, atmosphere, skybox, and color palette from art concepts.
- Work with technical departments on tools improvements for the pipeline on Modern Warfare 3.

Moving Picture Company

January 2011-May 2011

Look Development / Lighting TD

Fast Five, Sherlock Holmes: A Game of Shadows

- Light environments and characters
- Develop look for different characters and props for shots
- Develop lighting rigs on multiple sequences for other lighters in the studio to use
- Closely worked with the lighting lead to ensure the look they wanted in every shot was met while maintaining sequence continuity

ImageMovers Digital - Walt Disney Picture

April 2010-December 2010

Lighting Artist/TD

Mars Needs Moms

- Light and composite shots
- Work closely with lighting lead to get shots approved
- Helped develop lighting setups on multiple sequences for other lighters to use
- Pre-production shader development

ImageMovers Digital - Walt Disney Pictures

January 2009 - April 2010

Lighting ATD / JR Shader Writer

A Christmas Carol

Motion Theory - October 2008 - December 2008

Lighting/Look Dev TD

McCains Chips Commercial

Walt Disney Animation Studios

February 2008 - October 2008

Lighting ATD

Bolt

Education



Academy of Art University, San Francisco

Graduated December 2007

BFA Visual Effects

Digital Lighting & Practical Lighting for Film & Stage / Compositing / Shader Design, & Shader Writing / FX

Mesa Community College, San Diego

Graduated June 1992

AAS Computer Programming

Pascal, C Programming

FXPHD, Online

Continuing Education

Visual Effects

Keeping up with film techniques - Film Color Grading Techniques, Houdini Pyro and Water FX, Introduction to Mari classes