

Kiel Pease | 3D Technical Lead

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Experience

Sr. Visual Effects Artist – Raytheon (*Oct 2013-present*) – **SECRET** Security Clearance

- Leading a team of artists to create full computer graphic productions – cinematic and real time
- Handling all areas of production from conceptual drafting, development, to delivery
- Developing in Unity and scripting plug-ins in MaxScript for pipeline/workflow enhancements
- Working with clients on budgets, deadline management, and production requests

Assoc. Lead Lighting TD – Rhythm & Hues Studios (*July 2010-May2013*)

-Percy Jackson: Sea of Monsters (*May 2013*)

-Life of Pi (*April 2012*)

- Lighting environments and characters for final mood and composition
- Scripting shader expressions and testing for render capabilities
- Using FX tools for water simulation, wave generation, and render in Houdini/Mantra

Character Lighting TD – R&H

-Alvin and the Chipmunks: Chipwrecked (*Oct 2011*)

-Mr. Popper's Penguins (*June 2011*)

-Hop (*July 2010 – March 2011*)

- Creating, positioning, modifying light rigs to match film plates
- Modifying render scripts, rendering, and compositing renders
- Presenting work for daily critiques to make adjustments/changes upon request

3D Generalist - Speedtree, IDV (*2005-2006*)

- Modeler: created 3D tree models for multiple top platform Xbox and PC game titles
- Lookdev/Texture Artist: created leaf maps, tree trunk textures, and procedural shaders
- Game engine environment creation/development (“Trees of Pangaea” proprietary game engine)

Skills

- Production Development: modeling, shading, lighting/rendering, scripting/coding, and compositing
- Proficiency in: 3DS Max, Unity, Maya, Adobe Creative Suite, Houdini, Mental Ray, Vray, Nuke
- Scripting/Coding: C# for Unity dev, MaxScript, Mel script, C, and some Python
- Full understanding the production pipeline (concept to delivery) within a team setting
- Experience with physics systems, character rigging, real time publishing
- Works with physicists, engineers, sales representatives, producers and subject matter experts

Education

- **MFA**, Digital Production Arts (*2010*)
 - Clemson University, Clemson, SC
 - Master's Thesis: *Integrating a Lighting System With Objective Light Movement*
- **BA**, Art Studio/Graphic Design (*2005*)
 - University of South Carolina, Columbia, SC