



MATT WATERS

stoutwaters.com

LA & SF, CA (401) 556.4451

matt.waters@stoutwaters.com

Visual Artist >>

Lighting, Compositing, Shading, Editing, Graphic Design

» EXPERIENCE

Activision Blizzard, SledgeHammer Games · Foster City, CA

Senior Lighting Artist

Call of Duty: Advanced Warfare · November 2013 - November 2014

- Responsible for lighting, cinematography, scripted behavior and debugging on a number of maps.

DreamWorks Animation · Glendale/Redwood City, CA · Nov. 2010 - Nov. 2013

Lighting

Boo · August 2013 - November 2013

- Production lighting & compositing, sequence setup, and troubleshooting technical issues.

Turbo · November 2012 - May 2013

- Production lighting & compositing, sequence setup, and troubleshooting technical issues.

Me and My Shadow · May 2012 - November 2012

- Production lighting & compositing, sequence setup, and look development.

The Croods · November 2010 - May 2012

- Production lighting & compositing, sequence setup, and troubleshooting technical issues.

Madagascar 3: Europe's Most Wanted · March 2012 - April 2012

- Lighting & compositing, troubleshooting, generating mattes and creating publicity stills.

Kung Fu Panda 2 · March 2011 - June 2011

- Lighting, troubleshooting technical issues, generating mattes and fixing composites.

LucasArts, Lucasfilm · San Francisco, CA

Technical Director · *The Force Unleashed 2* · January 2010 - September 2010

- The primary shader writer for TFU2. Worked directly with artists and engineers to fill shader requests, fix bugs, and perform look development.
- Continued material system development. R&D into instant radiosity. Assist with FX art.

Secret Level, SEGA · San Francisco, CA

Lead Technical Artist · *Iron Man 2* · June 2008 - January 2010

- Tasked three technical artists working on tools, FX assets and cinematics production.
- Co-designed and implemented an art asset pipeline. Designed and implemented a system for using real-time game shaders, with artists authoring the materials, using a Maya shader plugin.
- Lighting artist and primary shader writer.
- Provided technical support.



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Technical Artist · *Golden Axe: Beast Rider* · May 2006-2008

- Wrote game shaders and authored materials, working with the art lead on look development.
- Wrote MEL scripts for automation and tools.
- Prototyped and authored lighting and sky assets.

Freelance VFX · San Francisco, CA · 2010 - 2014

- Visual effects work on commercials and music videos including rendering, lighting, compositing, camera tracking, animation, modeling, matte painting, grading, editing and final shot delivery.

Rochester Institute of Technology · Rochester, NY

Physics · Bachelor of Science

May 2005

Co-published a scientific paper related to a novel technique for seeing IOR changes in air

Optical Engineering 43(11)

Film & Animation · 2 years into BFA

May 2002

Scripting & Programming

- RSL, HLSL, MEL & Python. Some professional experience coding in **C++**, **C#**, **Lua** and developing for iOS.

Materials, Shaders & Surfacing

- Experienced writing shaders for **Arnold**, **RenderMan**, **Mental Ray**, **Maya** & **HLSL/CG**.

Lighting, Compositing & Matte Painting

- Experienced lighting and compositing professionally for film, video & video games. Experienced using **Maya**, **Nuke**, **After Effects**, **Photoshop**, **Zbrush**, **3dsmax**, **Arnold**, **Mental Ray** and proprietary lighting software at **DreamWorks Animation**, **Activision** and **Lucasfilm**.

Film & Video

- Experienced shooting with film, **Canon DSLRs** and **RED** cameras. Experienced editing with **Premiere** and **Final Cut**, post with **Nuke** and **After Effects**, and camera tracking with **Boujou**.

» EDUCATION

» SKILLS