

Kevin George

Lighting | Environments

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Experience

Environment Generalist/Lead ILM	Warcraft The Revenant Spectre Extensive digital environment creation	July 2014 - Present Vancouver, Canada
Environment Lead MPC	Game of Thrones Season 4 Led a 12 person team to complete 140 digital environment shots. TD and assembly of most of the shots. Built shaders and provided matte painters with base renders of The Wall and forest elements. Assisted compositors on a further 20 shots with custom ice shader render passes.	December 2013 - May 2014 Vancouver, Canada
Environment Generalist MPC	Fast & Furious 6 300: Rise of an Empire The Secret Life of Walter Mitty Seventh Son The Amazing Spider-Man 2 Guardians of the Galaxy Assembling digital set extensions from matte paintings as well as modeling, lighting and shading of digital environments. Created tools in Nuke and Maya for the environment pipeline.	February 2013 - July 2014 Vancouver, Canada
Lighting Artist Pixomondo	Star Trek Into Darkness Lighting and shading of full CG environments, digital doubles, spaceships and set extensions.	December 2012 - February 2013 Santa Monica, CA
Lighting Artist/TD Pixomondo	Beautiful Creatures Lighting and shading on full CG environments, live-action integration elements and set extensions. Created scripts for the lighting pipeline utilizing 3DS Max and V-Ray.	June 2012 - November 2012 Baton Rouge, LA
VFX Generalist Lockheed	Responsible for modeling, lighting, shading, roto/paint, comp, matchmove on a variety of vehicle and architectural renderings. Also created scripts for 3DS Max, After Effects, Maya and the Backburner queueing system.	Summer 2005 - Summer 2011 Vicksburg, MS

Education

Computer Science - B.Sc. Mississippi State University	2002 - 2006 Starkville, MS
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Professional Skills

Environment Technical Direction and Layout, Projection Setups, Lighting, Shading, Texturing, Modeling

V-Ray, PRMan, mental ray, Arnold

Maya, Nuke, 3D Studio Max, Photoshop Syntheyes, SpeedTree

Python, RSL, MEL, MaxScript, JavaScript, C++