

Matt Waters

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art • lighting • shading
compositing • design
editing • scripting • ++

EXPERIENCE

DNEG • London, UK

CG Supervisor

Under the Boardwalk • November 2020 - Present

- Supervise development and deployment of pipeline, assist VFX supe, work w/ dept supes.

Lighting Supervisor

Ron's Gone Wrong • August 2018 - December 2020

- Leading and building a team of lighting & comp artists (40+) on a feature animated film.

Technicolor Ltd, Mikros Animation • London, UK

Lighting Supervisor

Sherlock Gnomes • March 2017 - February 2018

- Managed a team of lighting artists to complete lighting on 3rd of feature-length animated film. Managed sequence setup, master lighting, keyshot lighting, templates, shot work, etc.

Freelance VFX • San Francisco, CA • 2010 - 2017

Canviz, Inc. • San Francisco, CA

Co-Founder, CEO • November 2014 - November 2016

- Designed, built, pitched and sold a product for the distribution and display of digital art & photography. Raised money from investors. Recruited and hired team of developers.

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 of game maps.

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

Lighting

Boo (canceled) • August 2013 - November 2013

Turbo • November 2012 - May 2013

Me and My Shadow (canceled) • May 2012 - November 2012

The Croods • November 2010 - May 2012

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

Kung Fu Panda 2 • March 2011 - June 2011

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

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. Principal lighting artist and shader writer.

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

- Wrote game shaders and authored materials, worked with the art director on look development. Wrote MEL scripts for automation and tools. Authored lighting assets.

Rochester Institute of Technology • Rochester, NY**Physics** • Bachelor of Science

2002 - 2005

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

*Optical Engineering 43(11)***Film & Animation**

2000 - 2002

Scripting & Programming

- Languages: **Python, Objective-C, MEL, Lua, C++, C#**

Materials & Shaders

- Shader writing: **RSL, HLSL, Maya & Mental Ray**. Material authoring: **Substance, Maya, Katana, Unreal, Quixel, Arnold**, other proprietary tools.

Lighting & Compositing

- Lighting & Compositing: **Katana, Nuke, Arnold, Renderman, Maya, Unreal, After Effects**, other proprietary tools.

Cinematography & Realtime

- Realtime: **Unreal, Unity, Radiant** (Activision). Shooting: **Canon & RED** (cameras). Camera Tracking: **Blender, Boujou, Syntheyes, Nuke, After Effects**. Editing: **Premiere, Avid, Final Cut Pro**.