Matt Waters

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

Double Negative Ltd • London, UK
VFX Supervisor
The Cat in the Hat • February 2024 - Present
- Supervise digital production, lead dept supes, facilitate client's vision, concept to delivery.

DFX Supervisor
That Christmas • April 2022 - December 2023
- Supervise digital production, oversee team of dept supes, partner with client, deliver show.

CG Supervisor
Under the Boardwalk • November 2020 - April 2022
- Supervise development and deployment of pipeline, assist VFX supe, work w/ dept supes.

Lighting Supervisor
Ron's Gone Wrong • August 2018 - December 2020
- Build and Supervise a large team (40+) of lighting & comp artists on feature animated film.

Technicolor Ltd, Mikros Animation • London, UK
Lighting Supervisor
Sherlock Gnomes • March 2017 - February 2018
- Supervise a team of lighting & comp artists on feature animated film. Setup and manage lighting process: seq setup, master lighting, shot production, templates and tools.

Canviz, Inc. • San Francisco, CA
Co-Founder, CEO • November 2014 - November 2016
- Design, build, pitch and sell a product for the distribution and display of digital art. Fundraise with investors. Recruit team of engineers. Manage business logistics.

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

EXPERIENCE

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

- Primary shader writer for TFU2. Worked directly with artists and engineers to fill shader requests, fix bugs, and perform look development .

Secret Level, SEGA • San Francisco, CA

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

- Lead team of tech artists. Build and deploy art asset pipeline. Lighting and shader artist.

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

- Scripting & tools. Lighting, shader and material artist. Assist Art Director w/ look-dev.

EDUCATION

Rochester Institute of Technology • Rochester, NY

Physics • Bachelor of Science • 2002 - 2005

Co-published a paper re: novel technique for seeing IOR changes in gas. *Optical Engineering 43(11)*

Film & Animation • Bachelor of Arts • 2000 - 2003

Epic Games • Los Angeles, CA

Unreal Fellowship for Virtual Production • 2020

SKILLSET

Scripting & Programming

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

Shading, Lighting, Rendering & Compositing

- **Software: Prman, Arnold, Maya, Katana, Houdini, Unreal, Nuke, AE** & **Substance.**

Virtual Production, Cinematography & VFX

- **Realtime: Unreal Engine, Unity, Radiant** (Activision), **Cinematography: Canon, RED, Tracking: Blender, Boujou, Syntheyes, AE,** **Editing: Premiere, Avid** & **Final Cut Pro.**