Tyler Geosano - Lead Lighting Artist

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Primary Skill Set:
- Lighting art for gameplay, cinematic, and promotional content for game development.
- Skybox authoring in both matte painting and photo capture pipelines
- Experience in both physically based and stylistic material pipelines, with a specialty in physical material lighting and rendering.
- Set dressing, prop creation, environment art, and design driven playable content creation as a supplement to my core lighting skillset.

Development Software experience:
- Maya, Max, zBrush, BlackMagic Fusion and Resolve, Houdini, Adobe Creative Suite including Substance's Suite, and much more.
- Experience using development aid software such as Perforce, SVN, Google Suite and JIRA.
- Engine experience includes Radiant, Unreal Engine 5, Unreal Engine 4, Unity 4 & 5, and Apex

Development Experience:

August 2019 - Present **Arkane Studios - Austin** Principal Lighting Artist - **Redfall**
- Ownership of dynamic lighting pipeline in UE4 for Arkane Studios Austin, TX.
- Management of the lighting team supporting any current project(s) developed by Arkane Austin.
- Look development alongside Art Direction and Concept
- Set dressing and prop modeling in relation to lighting related tasks
- Material/Shader authoring support
- Performance optimization

September 2017 - July 2019 **Avalanche Studios** Lead Lighting Artist - **Just Cause 4**, **Rage 2**, and unreleased title(s)
- Lead development of internal lighting pipeline and workflows as well as own/maintain all documentation.
- Own and maintain final world lighting, post processing, and general lighting/rendering systems.
- Lighting team tasking and lighting art review before art direction sign off.
- Cinematic art direction and cinematic lighting team management
- Assist in open world art direction

February 2016 - August 2017 **Sledgehammer Games** Lighting Artist - **Call of Duty:WW2**
- Worked directly with Art Direction to develop lighting art style used in both multiplayer and zombies game modes
- Sky capture and matte painting, global lighting systems tuning, gameplay lighting for both singleplayer and multiplayer levels
- Cinematic lighting
- Scripted lighting events for both gameplay and cinematic content
- Lighting pipeline development alongside rendering and tools engineering teams
- Working with environment artists on set dressing, interior and exterior layouts for composition, and prop creation related to lighting tasks.

January 2014 - October 2015 **High Moon Studios** Lighting and Technical Art - **Call of Duty: Advanced Warfare and Black Ops 3**
- Worked directly with Art Direction to develop lighting art style used in both multiplayer and zombies game modes
- Sky capture and matte painting, global lighting systems tuning, gameplay lighting for both singleplayer and multiplayer levels
- Scripted lighting events for both gameplay and cinematic content
- Worked with engineers to implement new lighting, rendering, and post processing systems to our current and future editions of our in-house development toolset.
- Working with environment artists on set dressing, interior and exterior layouts for composition, and prop creation whenever needed.

June 2013 - January 2014 **OSTS, Inc.** 3D Artist
- Scene layout, lighting, rendering, and composited content to be used in video clips for training software.
- Hard surface model creation, high to low poly, for use in Unity and offline rendered applications.
- Working as product representative to nail down production timeline, technical development, hiring development team, and working directly with company head to build a quality product.

June 2011 - September 2012 **McAulay Studios** Microsoft Windows phone game development
- Created all 3D and 2D assets, ranging from 3D environments to 2D character animation sheets.
- Working as a designer for level layout, UI/UX flow, and promotional material

Jan 2008 - June 2011 **Freelance Generalist Game Developer**
- Junior level technical artist, managing pipeline and build execution through our source control (SVN and Perforce)
- Created both 3D and 2D assets, ranging from animated real time geometry to 2D animation sprite sheets. Main tasks included but not limited to technical environment art and lighting.
- Managed a small team of artists during these hobby projects, as well as communicated with and managed our social network among forums and social media.