

Tyler Geosano - Senior Lighting Artist

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Primary Skillset:

- Mood, tone, and lighting execution for gameplay, cinematic, and promotional content.
- Years of experience authoring and tuning PBR material sets and working with other artists to tune such materials for ideal rendering per lighting situation.
- Skybox authoring in both a matte painting and photo capture pipeline.
- 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, Mudbox, UV Layout Headus, xNormal, Adobe Suite, Quixel Suite, Substance Painter, some Substance Designer, and many more.

Experience using development aid software such as Perforce, SVN, Google Suite and JIRA. Engine experience includes Unreal 4, UDK/UE3, Unity 4 & 5, and various proprietary engines such as Radiant and Apex.

Development Experience:

September 2017 - Present **Avalanche Studios** Senior Lighting Artist - *Just Cause 4, Unannounced 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.
- Work with the Art Director, Lead Producer, and Tech Director to come up with action plans for technical or artistic lighting issues and schedule, mentor, and lead fellow lighting artists on the team.
- Art direct cinematic lighting, help oversee cinematic development as a whole, and mentor/lead 2 cinematic lighting artists.

February 2016 - August 2017 **Sledgehammer Games** Lighting Artist - *Call of Duty:WW2*

- Working directly with Art Director and fellow core team members on establishing both the high level look for the game and specific gameplay content.
- General level lighting.
- Scripting lighting systems and events for gameplay 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.

January 2014 - October 2015 **High Moon Studios** Lighting and Technical Art - *Call of Duty: Advanced Warfare* and *Black Ops 3*

- Worked with Art Direction and fellow core team members on establishing both the high level look for the game and specific gameplay content in regards to lighting and rendering.
- Developed lighting, dynamic post processing, and polishing materials for use throughout the single-player campaign and multiplayer levels.
- Level scripting for cinematic events
- Worked with in-house and out of house development teams, helping coordinate lighting and shader development

June 2013 - January 2014 **OSTS, Inc.** 3D Artist and Technical Producer

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

June 2011 - September 2012 **McAulay Studios** Windows Phone game development

- Helped manage art/technical team, and spearheading development of in-house pipeline.
- Created both 3D and 2D assets, ranging from animated real time geometry to 2D animation sprite sheets.
- Working as a designer for content level layouts, UI/UX flow, and promotional material

Jan 2008 - June 2011 **Mod Development** Largest mod publication contribution: Project Reality for Battlefield 2.

- 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.