

Ryan Kirkwood
rp Kirkwood.com

Work Experience: Compositing, Lighting, Matte Painting, Look Development, Design

Imaginary Forces, A52, Method, Gentleman Scholar, Blind, Psyop, Brand New School, Royale
Compositor, Lighter, Matte Painter, Designer on commercial projects. Set up projected environments in Nuke, composited layers of live action and cg elements using multipass renders, performed color grading on cg and live action elements to enhance stylistic choices, lit 3d elements to match live action background plates, created shaders and texture maps, textured 3d objects to be seamlessly blended into live action scenes, setup HDRI rendering, implemented linear workflows in lighting and compositing, developed looks from shading/lighting through compositing stages, created matte paintings and projection setups, designed pitch frames and environments, supervised artists.

Buck, Los Angeles
Art Director, Compositor, Matte Painter on commercial projects. Collaborated on pitches, matte painted elements, developed looks, composited shots, refined shots of other compositors, brainstormed ideas.

Cafe FX, Santa Maria
Lighter on *Alice in Wonderland*. Developed looks for assets, crafted detailed shading of heavy, complex 3d models, created Light rigs and treatments, completed tasks in a large pipeline on schedule, worked with team to address needs and solve problems.

Warner Bros, Burbank
Lead Compositor, Lighter on *Pepfar* short films. Developed looks and techniques to augment graphic 2d style with 3d lighting and shading, developed custom environmental lighting in a specific style, supervised team of compositors and lighters in creating a consistent look and feel, developed template compositing flows and lighting passes/rigs, worked interactively with davinci colorist to dial in final color for film output.

Omaton, San Clemente
Compositor and Lighter on *Barnyard*. Created establishing looks for scenes and characters, worked quickly to allow for extra time to be spent on fine detail and embellishment, maintained exact continuity of existing looks within a sequence, contributed to the improvement of existing looks for characters and environments, broke scenes down into passes, modified partitions within passes with overrides and custom materials, optimized and submitted passes to renderfarm, reassembled passes in nodal software, color corrected and blended layers together to produce final shots, maintained an extremely high level of productivity throughout production.

Oxybot, Japan
Character Animator on *Vexille*
Created key-framed performance for serpentine creature, animated 4 legged walk cycles and behaviors at various speeds for robot creature, modified the attitude of motion capture walk cycles, placed and animated camera within 3d scenes according to storyboards.

Education

University of Southern California School of Cinema Television

Master of Fine Art in Film, Video, and Computer Animation
2002 - 2005

Northeastern University, Boston

Bachelor of Science in Art with major in Animation and Photography
1998 - 2002

*Recommendations available upon request