Ryan Kirkwood
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Work Experience: Lighting, Materials, Look Development, Modeling, Compositing, FX

Los York, Los Angeles: 2025
Matte Painter
Created 3 8k matte paintings for promotional stills, incorporated cg foreground and hero elements, developed color treatments for rendered scenes, used Nuke for finishing lens effects, shuffled aces cg elements into 16 bit srgb to be used in Photoshop, organized non-destructive layer groups with smart objects, edited photographic skies for precise cloud composition, added detail to cg skies, extracted perspectives from high resolution hdri panoramas, set up 3D environmental lighting passes for 2D elements in Houdini, worked with the team to adjust to camera changes, proposed various sets of stock photos for initial concepting.

NOISE, Los Angeles: 2024
Lighting, Look Development, Materials, Modeling, Environments
Created procedural look dev assets in Houdini, contributed to the creative process, debugged complex Houdini assets, created procedural environments in Houdini, textured and shaded architectural elements in Painter, lit cg shots for complex integration, developed looks with shading and fine details through an iterative collaborative process, modeled/designed a humorous wacky character in Zbrush, lit and shaded environments, brought together assets to compose environments based on client reference, sculpted natural/alien landscape elements with Houdini procedural processes.

Golden, Los Angeles: 2023
Lighting, Look Development, Compositing, FX
lit cg elements to fit in live action environments, generated lighting interaction passes for live action integration, tracked shots in an efficient manner, composited cg beauty and fx passes to achieve a desired look, generated lightning string, particle and smoke effects in Houdini

NOISE, Los Angeles: 2023
Lighting, Look Development
Lit shots in Houdini/Vray, collaborated with Postoffice(Amsterdam) studio, developed look of cg elements in shots, successfully addressed exacting creative feedback, offered creative ideas, textured cg environment with Painter/Designer, solved technical problems, made subtle changes to Zbrush sculpts, set up a shader network to blend between a dead and alive version of a character.

The Mill, Los Angeles: 2022
Lighting, Look Development, Modeling
Lit shots in Houdini with custom Houdini Digital Assets and pipeline tools. Worked with team to propagate updates across sequences. Refined lighting in specific scenarios on a shot by shot basis. Applied color matrix transforms to HDRIs from set, prepared lighting from set photography. Textured architectural assets and close-up objects in Painter. Improved various shaders and looks Finished tasks ahead of schedule to clients' level of satisfaction.

MPC, Los Angeles: 2021
Lighting, Materials, Look Development, Modeling
Set up lighting scenarios for advertising campaigns, modeled assets in Zbrush, textured assets in Painter, created procedural assets in Designer, set up shading in Houdini.

Apple, Los Angeles: 2021
Look Development
Performed look development tasks in a large scale industrial design pipeline

Education

University of Southern California School of Cinema Television
Master of Fine Art in Film, Video, and Computer Animation