

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

NOISE, Los Angeles: 2025

Lighting, Look Development, Materials, Modeling

Set up heavy renders in Redshift, optimized for volumes refracting through many layers of glass, set up render passes for compositing, textured assets in Substance Painter, utilized new path tools in Designer, modeled assets in Zbrush, developed looks in Arnold, addressed notes on a cloth simulation in Houdini.

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.

Education

University of Southern California School of Cinema Television

Master of Fine Art in Film, Video, and Computer Animation