

Leandro Amaral

Lighting & Compositing TD

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Summary

- ◆ Lighting and Rendering utilizing Mental Ray, Brazil, Maya and 3ds Max Scanline
- ◆ HDRI, GI, Final Gathering, Photometric Light setups
- ◆ Node Based Compositing: Eyeon Fusion
- ◆ Environment/Prop Modeling and Shading: Maya, 3ds Max, Zbrush, Mudbox

Education

MFA in Computer Animation - Art Institute - Miami FL - 2002
Bachelor in Communication - Advertising - ESPM - 2000

Professional Experience

Lighting & Compositing TD / 3D Generalist - Blur Studio, Los Angeles CA (6/2007 - Present)

- ◆ Lighting and Rendering for Cinematics, Commercials and Ride Films utilizing Mental Ray / Brazil and Scanline renderer
- ◆ HDRI lighting / Photometric Light setups / Global Illumination and Final Gathering
- ◆ Scene Look & Feel development / Light rig setups
- ◆ Troubleshooting and Optimization of lighting passes
- ◆ Shot Assembly / Compositing - Digital Fusion
- ◆ Environment / Prop Modeling & Shading - 3ds Max/Photoshop

Senior Artist, Sony Online Entertainment, San Diego, CA (8/2005 - 3/2007)

"Untold Legends: Dark Kingdom" for Sony Playstation 3

- ◆ Modeling/Texturing - medium to high poly environments and props
- ◆ Lighting with proprietary lighting software - Radiosity and Ambient Occlusion
- ◆ Multi-pass real time shader effects such as environment mapping, displacement mapping, bump mapping, and specular masking

Environment Artist, Electronic Arts, Redwood City, CA (02/2005 - 08/2005)

"Godfather - The Game"

- ◆ Modeling/Texturing/Lighting - high/low poly environments and props
- ◆ Used proprietary worldbuilding software
- ◆ Exported worlds from maya to real time rendering engine

Environment Artist, Genuine Games, Los Angeles, CA (07/2004 - 02/2005)

"Bulletproof 50 cent"

- ◆ Modeling / Texturing / Lighting - Environments / Props / Vehicles for game cinematics
- ◆ Proprietary worldbuilding software

Environment Artist, Hypnotix Inc. (03/2003 - 07/2004)

- ◆ Modeling/Texturing/Lighting - high/low poly environments and props
- ◆ Used proprietary worldbuilding software