SHANNON MCGEE

shannon@shannonmcgee.com

I'm a senior lighting artist with experience in both real-time and off-line rendering. I have experience in feature film, television, out-of-home entertainment and I've spent years as a solo VR developer working in Unreal Engine and to a lesser extent Unity. I'm comfortable working in most areas of CG production, or as a lead or supervisor when needed.

EXPERIENCE

2016 TO PRESENT
DEVELOPER
STUDIO LAP.BAR

All aspects of VR game development both technical and artistic; level blocking, modeling, animation, mocap, surfacing, lighting, FX, and game engine scripting.
(Unreal Engine 4, Maya, Blender, Gravity Sketch, Quixel, Substance, Photoshop, Nuke, DaVinci)

2015
LIGHTING TD
RGH ENTERTAINMENT

Look development and lighting production for theme park attraction "Desert Flight"
(Maya, Arnold, Nuke, Photoshop)

2013 - 2014
LIGHTING TD
PSYOP

Look development, lighting, and render optimization for "Clash of Clans: Anthem" and "Clash of Clans: Clan Wars"
(Maya, Arnold, V-Ray, Nuke, Photoshop)

2012
SENIOR LIGHTING ARTIST
WALT DISNEY ANIMATION STUDIOS

Lighting and Compositing for "Wreck-it Ralph"
(Maya, RenderMan, Nuke)

2011 - 2012
SENIOR LIGHTING TD
SONY PICTURES IMAGEWORKS

Lighting, compositing and look dev for "Men in Black 3", "Arthur Christmas", and "The Smurfs"
(Katana, Arnold, Nuke)

2009 - 2011

SENIOR LIGHTING ARTIST

WALT DISNEY ANIMATION STUDIOS

Lighting, compositing and stereo conversation for "Tangled", "Beauty and the Beast 3D", and "The Lion King 3D"

(Maya, Shake)

2005 - 2009

SENIOR LIGHTING TD

SONY PICTURES IMAGEWORKS

Lighting, compositing and look dev for "Cloudy with a Chance of Meatballs", "Watchmen", "Speed Racer", "Beowulf", "Surf's Up", "Open Season", "Monster House 3D", "The Chronicles of Narnia"

(Katana, Arnold, Nuke, RenderMan, Banzai)

2005

DIGITAL ARTIST

DIGITAL DOMAIN

Lighting and look dev for "Stealth"

(Maya, Nuke, RenderMan)

2004

LIGHTING TD

ESC ENTERTAINMENT

Lighting and look dev for "Constantine"

(Maya, Shake, Mental Ray)

2003

GENERALIST

RED GYPSY ANIMATION

General CG production for "Monster Garage", "Monster House", "Drive Shaft", and "Spectres"

(3DS Max, Digital Fusion, Photoshop)

2003

COMPOSITOR

METRO LIGHT STUDIOS

Lighting for "Gods and Generals"

(Maya, RenderMan, Chalice)

2000 - 2001

GENERALIST

REZN8

General CG post-production for various commercials and graphics packages such as "The Uprising", "CBS Sports", and "Academy Awards"

(3DS Max, After Effects, Photoshop)

2000

GENERALIST

XAOS, INC.

Layout and CG generalist work for theme park attraction "Beyond Chaos"

(3DS Max)

1999

TECHNICAL DIRECTOR

SOUTH PARK PRODUCTIONS

Layout, modeling, lighting and compositing for "South Park"

(Alias, Maya)

1996 - 1997

DIGITAL ARTIST

VMI, INC.

General TD work on commercials, film, theme park attractions including "Three Ninjas 4"

(Softimage, Alias, Mental Ray, After Effects)

EDUCATION

1996

BFA, EXPERIMENTAL ANIMATION

CALIFORNIA INSTITUTE OF THE ARTS

School of Film and Video