

Felix J Mendoza

<http://felixjmendoza.com>

Objective

To build on nearly 20 years of combined experience in the movie and game industry by seeking new motivations and unique challenges in game development as a lighting design artist.

Career Experience

- 10/2017 - 08/2018 **Wargaming – Redmond - Lead Lighter**
Responsible for the in-game lighting, color, atmosphere, LUTs, skies and dynamic lights. Secured buy-in from stakeholders -- art directors, rendering engineers, concept, and FX department -- to help drive the vision of the game. Developed color scripts. Documented the lighting process to establish best-practices. Streamlined the lighting workflow. Debugged and developed lighting features. Created LUTs to fine-tune the tone, and depth of the game.
- 05/2017 - 09/2017 **Turn10 – Redmond - Senior Lighter**
Responsible for baking out lightmaps for environments and garages. Creation of IES lights for night time lighting.
- 10/2015 - 05/2017 **Monolith Productions – Kirkland - Senior Lighter**
Responsible for in-game world and cinematic lighting. Baked global illumination captures. Tested and improved new lighting pipeline. Worked with other teams (world art, vista, engineering) to resolve lighting issues. Worked with AD from concept to final.
- 01/2014 - 06/2015 **FromSoftware – Sasazuka - Lighting Supervisor**
Supervised lighting and R&D on Bloodborne and unannounced project. In charge of lighting design, workflows, tools and pipeline. Established techniques for proper HDR lighting.
- 04/2006 – 01/2012 **Electronic Arts – Tiburon - Senior Lighter/Lead Lighter**
Lead lighter on Tiger Woods 13, 09, 08, NCAA Football '11. In charge of game cameras\blimp camera animations. Defined workflow and tool development. R&D research with HDR Probes and photo color calibration on MMA. R&D research, “lobby project”. In charge of character lighting\post effects, pre-approval of environment lighting prior to AD review. Defined workflow and tool development. Worked with graphic engineers to develop lighting look and post effects for Tiger Woods '13.
- 10/2002 - 04/2006 **Electronic Arts – Canada - Staff Lighter**
Responsible for character and environment lighting on various PS2/Xbox games, including: FIFA World Cup 2006, Most Wanted NFS. In charge of sequence shots lighting, pre-approval of lighting prior to AD review. Defined workflow and schedule.
- 01/2001 - 06/2001 **Pixar Animation Studios – Lighting Technical Director**
On lighting team for the production of “Monsters, Inc.”. Duties included lighting, rendering and pre-compositing shots for CG feature film.
- 03/2000 - 12/2001 **DreamWorks Animation SGK - Lighting Technical Director**
Lighting, rendering and pre-compositing of shots for “Shrek”. Lighting rig/world setup for sequences. Developed dapple technique. Used PDI/DreamWorks proprietary software.
- 06/1998 - 01/2000 **Rhythm & Hues Studios – Lighting Technical Director**
Lighting, pre-lighting, rendering, texturing and pre-compositing of shots for live action feature films, commercials and theme parks rides. Lead and managed lighting sequence team. Lighting rig/world setup for sequences. Used Rhythm & Hues's proprietary software.

Skill Summary

Software Experience

Maya, Photoshop, Lightroom, Shake, Digital Fusion, Perforce, PowerPoint, various video editing software, proprietary tools, etc.

Education

- 1987 – 1992 **William Paterson University**
BFA – Computer Animation **