

FELIX MENDOZA

LIGHTING DESIGN ARTIST WITH OVER 20 YEARS OF COMBINED EXPERIENCE IN THE
MOVIE AND GAME INDUSTRY

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JL. Austin, TX

SKILLS: UNREAL, MAYA, PHOTOSHOP, LIGHTROOM, PERFORCE, VARIOUS VIDEO EDITING SOFTWARES AND PROPRIETARY TOOLS

EDUCATION: WILLIAM PATERSON UNIVERSITY, BFA - COMPUTER ANIMATION

EXPERIENCE

CONTRACT LIGHTER

Retro Studios - Austin TX CA 04/2025- 07/2025

- On lighting team for the production of "Metroid Prime"
 - Lighting Artist – Cinematic Sequences
 - Collaborate with the cinematic and lighting teams to create visually compelling in-game sequences.
 - Responsibilities include designing and implementing lighting setups that enhance mood, composition, and storytelling;
 - Creating scripts to link lights with cameras, characters, and reflection probes;
 - Troubleshooting lighting-related bugs to maintain visual fidelity and performance.
- Contributed to the lighting team for the current production, ensuring cohesive visual direction across cinematic scenes.
Developed and maintained light-to-camera/character scripting systems to streamline production workflow.
Resolved technical lighting issues to optimize quality and meet project deadlines.

SENIOR LIGHTER

Crystal Dynamics 08/2018 -03/2025

- On Perfect Dark team creating unique in-game environment lighting. Working closely with the AD's and tech art to achieve unique lighting moods. Creating rapport with other departments and mentoring junior lighters on the team. Creating new and unique HDR skyboxes.
- Lighting Tools Development and Enhancements: recognizing the need to create new lighting tools and enhancements to existing tools, working with other teams to coordinate more efficient and effective lighting workflows.
- Environment Level Lighting: Working with AD's Tool Development and Improvement: Identifying the need for and advocating the creation of new tools and enhancements to existing tools, facilitating more efficient and effective lighting workflows.
- Working with Engineering on lumen specific issues and workflow.
- Creating intensity values for lights and emissive values to work with Lumen
- Creating lighting tools for Lumen light leaks for project.

LEAD LIGHTER

Wargaming -Redmond 10/2017 -08/2018

- 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 and 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.



EXPERIENCE

SENIOR LIGHTER

Monolith Productions -Kirkland 10/2015-05/2017

- Responsible for in-game world and cinematic lighting.
- Baked global illumination captures and 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.

LIGHTING SUPERVISOR

FromSoftware -Sasazuka Japan 01/2014 -06/2015

- Supervised lighting and R&D on Bloodborne and unannounced project.
- Responsible for lighting design, workflows, tools and pipeline.
- Established techniques for proper HDR lighting.

SENIOR LIGHTER /LEAD LIGHTER

Electronic Arts - Tiburon 04/2006 - 01/2012

- Lead lighter on Tiger Woods 13, 09, 08, NCAA Football
- 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.
- Worked with graphic engineers to develop lighting look and post effects for Tiger Woods '13

LEAD LIGHTER

Electronic Arts - Canada 10/2002 - 04/2006

- 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.

LIGHTING TECHNICAL DIRECTOR

Pixar Animation Studios - Emeryville CA 01/2001- 06/2001

- On lighting team for the production of "Monsters, Inc."
- Duties included lighting, rendering and pre-compositing shots for CG feature film. .

LIGHTING TECHNICAL DIRECTOR

Dream Works Animation SGK - Palo Alto CA 03/2000 - 12/2001

- Lighting, rendering and pre-compositing of shots for "Shrek".
- Lighting rig/world setup for sequences.
- Developed dapple technique.

LIGHTING TECHNICAL DIRECTOR

Rhythm & Hues Studios - Mar Vista CA 06/1998 - 01/2000

- 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.