

**Mark Osborne**  
[mosborne27@gmail.com](mailto:mosborne27@gmail.com)  
512-758-2730

## Profile

Lighting artist with over six years of feature film and two years of feature animation experience. Knowledgeable in lighting and rendering across multiple platforms and general understanding of all things 3D. Reliable and flexible professional with the leadership ability to supervise teams and mentor individuals. Passionate for creating imagery through CG applications as well as traditional mediums and also enjoys helping fellow artists learn aesthetically and technically.

## Skills

**Proficient in:** Lighting and Rendering (Understanding of how lighting and rendering software works aesthetically and technically across multiple platforms), Maya, Renderman, Look Development/Shading, Compositing/Nuke, Unix

**Familiar with:** Houdini/Mantra, Modeling (Maya), Sculpting (Mudbox), Vray, Texturing (Photoshop), Scripting (Parsley)

**Traditional Art:** Oil and acrylic painting, Figurative, still life and conceptual drawing, Clay sculpture, Light, Color, Composition, Anatomy

## Experience

***Lead Lighting/Compositing TD – Nitrogen Studios***

***April 2014 – May 2016***

### **- Sausage Party**

- Set up sequence light rigs
- Worked with lighting supervisor to test new tools
- Helped develop and document tool usage and efficient lighting methods
- Show artists basic shot debugging techniques while helping them troubleshoot
- Translated aesthetic comments from VFX supervisors into technical direction for lighting team

***Lighting Supervisor – Rhythm & Hues***

***April 2011 – April 2013***

### **- R.I.P.D**

### **- Alvin and the Chipmunks: Chipwrecked**

- Developed talent and aesthetic vision of the studio's lighting department
- Held and recorded tech-ops and discussions with local and international lighting teams
- Helped build and maintain lighting and rendering tools
- Worked with software department to develop studio and show specific rendering functionality
- Interacted with leads daily to understand team and individual lighting needs
- Worked directly with look development on character lighting and shading implementation
- Helped production, managers and lighting teams estimate workload and schedule tasks

***Lead Lighting TD – Rhythm & Hues***

***January 2009 – April 2011***

- HOP
- Yogi Bear
- Alvin and the Chipmunks: The Squeakquel
- Aliens in the Attic

- Set up sequence light rigs
- Worked with lighting supervisor to test new tools
- Helped develop and document tool usage and efficient lighting methods
- Worked within a stereo rendering pipeline
- Showed artists basic shot debugging techniques while helping them troubleshoot
- Worked closely with look development to gain knowledge of proper shader settings
- Translated aesthetic comments made by supervisors into technical direction for lighting team
- Created documentation and video recordings for international lighting teams
- Communicated daily with international lighting team through phone and video conference

***Lighting TD – Rhythm & Hues***

***June 2006 - January 2009***

- Night at the Museum: Battle of the Smithsonian
- The Incredible Hulk
- The Golden Compass
- Night at the Museum

- Understood supervisor comments and able to turn them out within tight deadlines
- Worked with proprietary 3D and 2D software throughout the lighting pipeline
- Manipulated rendered light layers in a pre-comp for basic 2D lighting adjustments
- Managed and prioritized shots and their assets throughout multiple sequences
- Collaborated with lighting and compositing teams for consistency between shots
- Debugged minor technical lighting and rendering problems

**Education**

***Gnomon School of Visual Effects, Hollywood, CA 2004 – 2006***

Two-year Certificate Graduate in High-end CG  
Focus in Lighting/Look Development

***Indiana University, Bloomington, IN 2000 – 2004***

Bachelor of Arts  
Major in Studio Art, Minor in Art History

**Website**

[www.mhosborne.com](http://www.mhosborne.com)