

Andrew Lyons

A n d r e w @ A n d r e w L y o n s . n e t

21 Brookside Rd
Wallingford PA 19086
(610) - 715 - 9295

Work Experience

Kiz Toys Inc.

Lighting, Texture, Particle Artist

Charleston, SC
Feb. 2009 - Present

- Unwrap UVs on assets from Modeling Dept.
- Create hand painted texture maps
- Export and organize assets for use in the Hero Engine
- Responsible for all in engine lighting, including day/night environment lighting.
- Responsible for all particle effects

Skills

Apple's Shake -

- Lighting CG objects using channels and mattes
- Blue and green screen video compositing
- Color matching and correction

Autodesk's Maya -

- Lighting setup to match video plates
- Setup and optimize render layers
- Creating procedural and file texture utilizing the Hypershade

Adobe's Photoshop/Maxon's BodyPaint 3D -

- Createing diffuse, sepcular, bump, and other texture maps as needed.
- Photo manipulating (including High Dynamic Range Images)

Also trained to use C++ programming language, Adobe's After Effects, Simutronic's Hero Engine, Pixar's Renderman, and Mental Images Mental Ray, on Linux, PC, and Macintosh platforms.

Education

Savannah College of Art & Design

Bachelor of Fine Arts

Major in Visual Effects - Minor in Technical Direction

2004 - 2008

Strath Haven High School

Wallingford, PA

2000 - 2004

Interests

Visual Creation, Music, Photography, Video Games, Cooking