BILLY B BURSON III
Lighting & Compositing Artist
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PROJECTS SPOTLIGHT

- **Star Wars: Knights of the Old Republic** • Embracer Group; Unreal Lighting Artist
- **Red vs Blue** • Warner Media; Production Manager, Visual Post Supervisor, Unreal Lighting Artist
- **DBX** • Warner Media; Showrunner, Director, Actor, Visual Post Supervisor, Lighting Artist
- **Rock Dog** • Reel FX, Mandoo; Stereoscopic Lighting & Compositing
- **The Book Of Life** • Reel FX, Fox; Stereoscopic Lighting & Compositing

EXPERIENCE

EMBRACER GROUP ASPYR • 2022 - CURRENT
- Lighting Artist for various AAA real-time gameplay environments and cinematics.
- Key lighting setup for expansive interiors and exteriors focused on player pathing.
- Technical problem solving, material adjustment, & performance testing.

WARNER MEDIA DISCOVERY • 2016 - 2022
- Trailblazing new visual formats in multiple mediums as Virtual Production Manager.
- Supervision & review of artists final renders on numerous projects.
- Creating & finalizing sets and shot lighting for various projects & environment types.
- Generation, modification, & integration of FX particle systems.
- Additional roles including modeling, texturing, acting, showrunner, editor, & director.

REEL FX • 2013 - 2016
- Lighting, Rendering, & Compositing Artist on three feature films & many other works.
- Produced shot lighting in stereoscopic 3D, including full set & key shot setup.
- Multi-pass rendering & compositing; troubleshooting of related issues and optimization.
- Additional work as a film concept art painter & voice actor for studio projects.

HAWAII ANIMATION STUDIOS • 2009 - 2012
- Lighting & Compositing key sequence artist & project Lead on several titles.
- Provided additional work as Modeling, Concept, & Surfacing Artist.

SUMMARY

A diligent and whimsical artist with over a decade of knowledge in digital & traditional tools for game, film, web, & print media. Extensive vocational & personal training as a Visual Post artist, in addition to multiple years of professional Lead, Supervisor, & Directorial experience.

TOOLS

3D SOFTWARE - UNREAL ENGINE, MAYA, BLENDER, HOUDINI
- Extensive Unreal Engine experience, specializing in Lighting, Rendering, Lumen, & UE 5.
- Numerous released projects with major contributions in Visual Post Lighting Lead roles.
- Advanced training in various lighting techniques with multi-pass rendering & compositing.
- Usage of multiple render platforms including Redshift, Arnold, Mantra, & Mental Ray.
- Training with Particle Effects, UV layout, texture shader creation, & polygonal modeling.

COMPOSITING SOFTWARE - NUKE, AFTER EFFECTS
- Extensive use of node-based multi-pass renders for final output & stereoscopic compositing.
- Experience working with video plates mixed with 3D elements & full CG environments.

DIGITAL PAINTING & VIDEO EDITING
- 20+ years of digital editing & painting software use for various projects & media.
- Familiar with numerous digital painting, photo, & video editing techniques.
- Further production experience & training in related programs such as:
  Resolve, Toxik, Adobe Premiere, Alias Sketchbook, & Clip Studio.

EDUCATION

- **University Of Hawaii:** Kapiʻolani Campus
  ATS in New Media Arts; Computer Animation & Graphic Interface Design.

AWARDS

- **Employee Of The Month:** 2018 (Warner Media), 2019 (Warner Media), 2021 (Warner Media)
- **10 Years of Excellence Honoree:** UH Pacific Center for Advanced Technology Training
- **Best Animated Short:** Hiccups (Showrunner, Director, Artist); IndieFest & Kawaii Kon