

REY GUILLEN

I'm a Lighting & Compositing Artist,
and This is My Story.



Hello!

— Objective

It's important to work with the most passionate in the industry to fuel my drive to achieve a personal best while I create titles which make a positive impact on my peers, as well as inspire those wanting to enter the industry.



— Experience

Electronic Arts, Tiburon

2012—Current

Play a central role in creating lighting for AAA titles and work with emerging game engines to develop tools and workflows which are being adopted by game teams company-wide.

- **Madden18 - "Longshot"**, *Lead Senior Lighting Artist of Cinematics*. Architected and implemented a complete workflow in the Frostbite Engine which was then adopted globally by multiple EA studios due to increased efficiency. Worked closely with Technical Artists to create tools to streamline process, worked closely with Concept Artists and Art Director to execute final look. Lead a studio-wide training initiative for lighting in Frostbite and PBR. Developed methodology to train and quickly ramp up new Lighting Artists. Worked with stakeholders across departments to convey lighting team needs.
- **Rory McIlroy PGA Tour**, *Lead Senior Lighting Artist*. Developed new lighting techniques for this first sports title to adopt the Frostbite Engine and to implement PBR. Collaborated with the TA to push game engine to its limits and build a new suite of native tools, such as a PBR color picker. Post mortem project to identify weaknesses and bottlenecks to solve for future projects.
- **NBA Live 16**, *Senior Lighting Artist*. Assisted NBA Live team in lighting environments.
- **Tiger Woods PGA Tour 14**, *Lead Lighting Artist*. Worked with the TA to streamline workflows. Updated the sky system, lit environments, and tuned skies.
- **Madden 13**, *Lighting Artist*. Lit environments and tuned skies.
- **Tiger Woods PGA Tour 13**, *Lead Lighting Artist*. Worked with the TA and proprietary EA Golf Engine.

Reel FX Creative Studio

2009—2012

- **Open Season 3**, *Lighting and Compositing Artist*. Developed methods and tools to help me complete the most shots out of the entire lighting team while maintaining quality and a unified look.
- **Judy Moody**, *Lighting and Compositing Artist/Lead*. As a lead on this project I help guide my colleagues to create a high-quality product while maintaining the team morale.
- **The Baby Peas**, *Lighter*. Unreleased short for the *Black Eyed Peas/Chatter* promotion.
- **Ice Age: A Mammoth Christmas**, *Research and Development*. Assisted in creating detailed documentation to help train artists in the use of Pixar Renderman.
- **Looney Tunes**, *Keyshot Lighting and Compositing Artist*. Under *Warner Brothers* direction I created master lighting and comps used by the team as the basis for same-as shots. Provided mentorship.

Ignition Entertainment

2009

- **Reich**, *Lighting Supervisor*. Guided the lighting team on the console/PC game *Reich*. Worked closely with the Art Director and Concept Artists to create and execute the look and mood for the *Reich* universe.

Electronic Arts

2008—2009

- **Tiger Woods 2010**, *Environment Artist*. Created new and adjusted existing textures, blend strips, reflection maps, and degradation maps to achieve better interaction with in-game lighting effects. Additionally baked occlusion and shadow maps, environment layout, and Look Dev for sky domes.

Reel FX Creative Studios

2006—2008

- **Open Season 2**, *Lighting and Compositing Artist*. Worked with leads to deliver on an abbreviated schedule. Trained colleagues on project-specific lighting methods.
- **Boz**, *Lighting and Compositing Artist*. Set, character, and prop lighting for series and movie.
- **Very First Noel**, *Lighting Assistant*. Corrected technical errors for output from rendering farm. Aided in render layers setup and cleaned up lighting files and Nuke comp files.

— Recognition

Looney Tunes: I Tawt I Taw A Puddy Tat, Academy Award short list 2012

Looney Tunes: I Tawt I Taw A Puddy Tat, Annie Award nominee 2011

Ice Age: A Mammoth Christmas, Annie Award nominee 2011

— Skills

Proficient on Linux, Macintosh, and Windows platforms running Autodesk Maya, Adobe Photoshop, Painter, Terragen, Vue, Shake, Nuke, Mental Ray, V-Ray, Pixar Renderman, PBR, HDR, Perforce, dynamic lighting, Unreal Engine, Frostbite Engine, and proprietary game engines and software.

Working knowledge of stereoscopic production methods and technical aspects.

— Education

Ringling School of Art and Design, Sarasota, Florida 2002—2006

- Bachelor of Fine Arts, Major in Computer Animation