

Leandro Amaral

Lighting / Compositing / Generalist

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Well-rounded CG artist specialized in cinematic and gameplay lighting with over 10 years of industry experience. Worked on AAA titles such as the critically acclaimed "The Last of Us" and "Uncharted 4: A Thief's End".

- ◆ Real time cinematic & gameplay lighting
- ◆ In engine color grading / post processing and atmospheric effects setup
- ◆ Real-time and baked lighting setups utilizing physically based rendering
- ◆ Look development, lighting design to drive a mood / aesthetic
- ◆ Pipeline development and project scheduling
- ◆ Rendering using V-ray, Mental Ray, Brazil
- ◆ Node based compositing
- ◆ Environment Modeling - Maya, 3DS Max, Zbrush
- ◆ Texture Painting / Shader Setup

Education

MFA in Computer Animation - Art Institute – Miami FL - 2002

Bachelor in Communication – Advertising – ESPM - 2000

Professional Experience

Cinematic Lighting Lead - Naughty Dog (8/2011 – present)

As a cinematic lighting lead at Naughty Dog I supervise the production of our in-engine cutscenes and trailers. Some of my tasks include look development, tools management, project scheduling, while also being a hands-on lighter.

Current Project: Unannounced

Past Projects:

- ◆ Uncharted 4: A Thief's End (2016)
- ◆ The Last of Us: Remastered (2014)
- ◆ The Last of Us: Left Behind (2014)
- ◆ The Last of Us (2013)

Lighting & Compositing TD / 3D Generalist - Blur Studio, Los Angeles CA (6/2007 – 7/2011)

- ◆ Lighting and Rendering for Cinematics, Commercials and Ride Films utilizing Mental Ray / V-Ray / Brazil and Scanline renderer
- ◆ HDRI lighting / Photometric Light setups / Global Illumination and Final Gathering
- ◆ Scene Look & Feel development / Light rig setups
- ◆ Troubleshooting and Optimization of lighting passes
- ◆ Shot Assembly / Compositing - Digital Fusion
- ◆ Environment / Prop Modeling & Shading - 3ds Max/Photoshop

Senior Artist, Sony Online Entertainment, San Diego, CA (8/2005 - 3/2007)

"Untold Legends: Dark Kingdom" for Sony Playstation 3

- ◆ Modeling/Texturing – medium to high poly environments and props
- ◆ Lighting with proprietary lighting software – Radiosity and Ambient Occlusion
- ◆ Multi-pass real time shader effects such as environment mapping, displacement mapping, bump mapping, and specular masking

Environment Artist, Electronic Arts, Redwood City, CA (02/2005 – 08/2005)

"Godfather – The Game"

- ◆ Modeling/Texturing/Lighting – high/low poly environments and props
- ◆ Used proprietary worldbuilding software
- ◆ Exported worlds from maya to real time rendering engine

Environment Artist, Genuine Games, Los Angeles, CA (07/2004 – 02/2005)

"Bulletproof 50 cent"

- ◆ Modeling / Texturing / Lighting – Environments / Props / Vehicles for game cinematics
- ◆ Proprietary worldbuilding software

Environment Artist, Hypnotix Inc. (03/2003 – 07/2004)

- ◆ Modeling/Texturing/Lighting – high/low poly environments and props
- ◆ Used proprietary worldbuilding software