

LEE SCHEINBEIM

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QUALIFICATIONS

- Capable of creating highly polished cinematic and environment lighting
- Solid grasp of space and form to create compelling and functional levels
- Keen eye for color, light and shadow
- Ability to work within technical confines to create functional art
- Good communication skills with artists, designers and programmers
- Experienced with many different rendering engines and lighting techniques
- Well practiced technical problem solving skills
- Highly motivated to learn new tools, techniques and processes

EXPERIENCE

Lighting Artist, Visceral Games (Contract): Oct, 2014 to Nov, 2014

Battlefield Hardline, Shipping Mar, 2015

- Performed environment and cinematic lighting on the game's main hub level
- Assisted in lighting related bug fixing on several multiplayer levels

Lighting Artist, Bioware (Contract): June, 2014 to Sept, 2014

Dragon Age: Inquisition, Shipping Nov, 2014

- Responsible for lighting more than 2/3rds of the cinematic content
- Worked with tools programmers to refine cinematic lighting tools and process
- Cinematic content ranging from high intensity plot moments to romance scenes
- Adjusting level lighting where necessary to enhance cinematic feel

Lighting Artist, Airtight Games: Oct, 2012 to Jan, 2014

Murdered: Soul Suspect, Shipped June, 2014

- Responsible for lighting half of the game environments and cinematics
- Managed environmental lighting to support design goals and overall creative direction
- Worked with the lighting, environment art and other teams to resolve technical and creative issues
- Texture and shader polish to visually tie levels together to work with final lighting including overall color direction
- Established visual treatment for ghost environmental objects
- Created and refined post process settings to create distinct but consistent visual feels for various game areas

Environment Artist, Bioware: June, 2007 to Oct, 2012

Dragon Age: Inquisition (preproduction), Shipping Nov, 2014

- Spearheaded lighting, shader and various technical investigation and documentation for migration to Frostbite 2
- Built prototype levels to shakedown tools
- Building several game layouts including interiors and exteriors as well as doing R&D for player customizable levels
- Lighting and texture color passes on several layouts
- Supporting level art team for lighting related technical issues

Dragon Age 2 - Mark of the Assassin, Shipped Oct, 2011

- Built and maintained several levels from conception to completion including layout and flow, prop placement and final lighting
- Worked closely with designers to help support introduction of stealth gameplay
- Handled integration of outsourced assets and provided necessary feedback
- Performed final lighting and polish on all nine layouts

- Established a consistent lighting palette to make DLC visually distinct while still fitting in with the rest of the game

Dragon Age 2, Shipped Mar, 2001

- Provided support for the entire level art team to overcome technical issues
- Built and maintained several levels including layout and flow, prop placement and final lighting
- Worked closely with programming to address tools and technical issues
- Assisted in development of a new lighting pipeline based on the Beast renderer and associated technical and artistic techniques
- Oversaw the entire prop pipeline, including devising appropriate folder structures as well as integrating outsourced assets
- Cleanup of various assets including tilesets and props

Dragon Age: Origins – Awakenings, Shipped Mar, 2010

- Built and maintained several light content levels including layout and flow, prop placement and final lighting
- Assisted in sanitizing and porting assets and levels for console release

Dragon Age: Origins – 360 and PS3 Ports, Shipped Nov, 2009

- Sanitized and ported assets and levels from the PC SKU including polygon reduction, lighting changes and pathfinding and collision corrections
- Worked on layouts to fit into memory and framerate

Dragon Age: Origins, Shipped Nov 2009

- Asset creation and management including tilesets and props
- Built and maintained several levels including layout and flow, prop placement and final lighting
- Assisted in the development and support of the lighting pipeline
- Performed final lighting and polish on several game layouts

Technical Artist, Bioware: June, 2006 to June, 2007

Dragon Age: Origins, Shipped Nov 2009

- Assisted in tool shakedown and lighting pipeline development
- Helped manage asset pipelines and associated debugging
- Functioned in a support role to the level art team when required

SKILLS AND INTERESTS

- Well versed in 3ds Max, Softimage, Unreal, Frostbite and Photoshop
- Some experience in Maya, ZBrush, modo and World Machine
- Skilled in photography including off camera lighting
- Passionate about visual storytelling in games
- Interested in color palettes and creating tone and emotion in game spaces
- Excited about exploring games as a medium

EDUCATION

Vancouver Film School – Vancouver, Canada, Graduated Dec, 2005

- 3D Art and Animation

Rutgers University – Piscataway, New Jersey, Graduated May, 2004

- Bachelor of Science, Computer Engineering