

LEE SCHEINBEIM

Senior Technical Artist - Lighting // Shaders // Rendering - Seattle, WA

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SUMMARY

- 18+ years of gamedev experience with 9 shipped titles across 3 hardware generations
- Main focuses of lighting, rendering, shaders and optimization, including graphics programming
- Experience in multiple engines including Unity, Unreal and various proprietary
- Wide range of both technical and artistic roles providing a unique cross section of expertise
- Practiced communication skills with artists, designers and programmers

WORK EXPERIENCE

Senior Lighting Technical Artist - Singularity6, Los Angeles, CA Oct, 2023 - May, 2024

- ***Palia*** (PC, Switch), Unreal, Shipped Open Beta September, 2023
 - Responsible for lighting several new areas of the game along with cinematics
 - Rebuilt skydome material to be visually consistent with existing content while improving performance and flexibility for future content
 - Replaced Unreal's tonemapper with a plugin to support consistent SDR and HDR presentation

Lead Technical Artist - Harebrained Schemes, Kirkland, WA Jun, 2022 - Oct, 2023

- ***The Lamplighter's League*** (PC, Xbox Series), Unity, Shipped October, 2023
 - Managed a small team of technical artists through the finalization phase of the project
 - Created and managed a fork of Unity's High Definition Render Pipeline
 - Flowing water and oil decals, analytic capsule shadows for actors, gobos and "fake" shadows, cheap indirect only lights for special effects, procedural weather overlay effects, scatter instancing system for ground cover objects, visibility system for culling assets that block gameplay
 - Custom global illumination system based on probe volumes
 - Implemented full HDR display support with a customized tonemapper
 - Responsible for implementing all lighting across the entire game
 - Highly involved in fitting the game into the performance envelope of the Xbox Series

Senior Technical Artist - Harebrained Schemes, Kirkland, WA Jan, 2015 - May, 2022

- ***BATTLETECH*** (PC, Mac, Linux), Unity, Shipped April 2018
 - Implemented custom clustered lighting system and frustum aligned voxel volumetric fog and a deferred decal system on top of built in Unity renderer
 - Developed a "mood" system for storing a collection of lighting and atmospheric effects including a bespoke PBR sky system and authored all moods for the game
 - Managed and lit the art assets in the "sim game" between missions, animated space transition sequences and authored shaders and textures for low-orbit presentation of planets
 - Built suite of customized shaders for all in game assets including characters, mechs, terrain and vegetation
- ***Necropolis*** (PC, Mac, PS4, Xbox One), Unity, Shipped July, 2016
 - Implemented multiple rendering systems on top of the Unity Built-in Render Pipeline
 - Built custom PBR inspired cel shading shader suite for use on character assets
 - Dynamic lighting color system synced across sky, placed lights and VFX

Lighting Artist (Contract) - Electronic Arts, Seattle, WA June, 2014 to Nov, 2014

- ***Battlefield Hardline*** (PC, PS4, Xbox One), Frostbite Engine, Shipped March 2015
 - Performed environment and cinematic lighting on the game's main hub level
- ***Dragon Age Inquisition*** (PC, PS4, Xbox One), Frostbite Engine, Shipped November 2014
 - Responsible for lighting the majority of the cinematic and conversation content

Lighting Artist - Airtight Games, Redmond, WA Oct, 2012 to Jan, 2014

- ***Murdered: Soul Suspect*** (PC, PS4, Xbox One), Unreal 3, Shipped June 2014
 - Lit half of the game environments and cinematics including managing post process settings

Environment Artist - Bioware, Edmonton, ABJune, 2007 to Oct, 2012

■ **Dragon Age Inquisition** (*Pre-Production*)

- Spearheaded lighting, shader and various technical investigation and documentation for migration to Frostbite engine

■ **Dragon Age 2** (*PC, PS3, Xbox 360*), *Proprietary Engine, Shipped March, 2011*

- Provided support for the entire level art team to overcome technical issues
- Built and maintained several levels including layout and final lighting

■ **Dragon Age Origins** (*PC, PS3, Xbox 360*), *Proprietary Engine, Shipped November, 2009*

- Built and maintained several levels including layout and final lighting
- Assisted in the development and support of the lighting pipeline

Technical Artist - Bioware, Edmonton, ABJune, 2006 to June, 2007

■ **Dragon Age Origins** (*Vertical Slice*)

- Assisted in tool shakedown and baked lighting pipeline development
- Helped manage asset pipelines and associated debugging

SKILLS

- **Languages:** HLSL, C#, C++, Blueprints
- **Engines:** Unity, Unreal, Frostbite
- **Primary Expertise:** Global Illumination, Graphics, Rendering, Shaders, Materials
- **Lighting:** Level lighting, cinematic lighting, PBR
- **Optimization:** Profiling, Memory Optimization, PIX, RenderDoc
- **Color:** Tonemapping, HDR Pipelines, Color Theory, Post Processing, Color Grading
- **Platforms:** PC, Xbox One, Xbox Series, Playstation 4, Nintendo Switch, Steam Deck
- **Other Software:** Git, Perforce, Photoshop, Lightroom, Visual Studio

EDUCATION

Vancouver Film School - Graduated Dec, 2005

3D Art and Animation

Rutgers University School of Engineering - Graduated May, 2004

BSc, Computer Engineering