

Landon JP Ginn

Environment & Lighting Artist

www.landonginn.com landonjpginn@gmail.com

Experience

Studio Anima / Wizanima [Tokyo,Japan] (Lighting/Compositing artist) 2014-2015

- Two Nintendo 3DS Games shipped, 2 Pachinko games shipped
- Master lighting for scenes and shot lighting for "Fire Emblem If" and "Project Mirai DX"
- Master compositing for sequences for "Fire Emblem If"
- Model, texture, and material development for lookdev projects
- Pipeline Development and Software R&D
- After Effects compositing and motion graphics

Green Grass Studios (Lighting / Compositing artist) 2012-2013

- Master lighting for scenes and shot lighting for scenes/products
- Develop light rigs for use in modular pipeline
- Shader and texture development for props and characters.
- Composited render passes for finalized shots

Full Sail University (Lab Instructor)- 2013 April-October

- Troubleshoot student demo reels for entire production pipeline
- Teach advanced lighting and compositing techniques for student works
- Maintain productivity for groups of 20+
- Research developing technology to keep curriculum modernized

Black Sun Entertainment (Modeling/ Compositing Artist) - 2012-2013

- Compositing and clean-plating footage in Nuke
- Tracking footage in Nuke
- Additional modeling for the short film "Envoy"

ESPN (Modeling/Texturing/Lighting/Rendering/Compositing) - 2011-2012

- Conceptualized and created assets for Winter X-Games.
- Managed/led team of artists to accomplish pipeline goals and design phases.
- Created 3D modeled assets in Maya and Zbrush.
- Designed mental ray realistic materials in Maya.
- Set up lighting, and helped composite a variety of shots in Maya and Nuke.

Skill set

- Committed to creative collaborations with teams
- Over 15 years of dedicated digital media practice
- Ability to work independently/self directed
- High level of initiative, flexibility, and confidentiality
- Comfortable and adaptable in time sensitive/ high stress environments
- Eager to learn new processes and technical skills to work effectively
- Attention to detail / aim for perfection

Education

Full Sail University 2010-2012

- Bachelors of Science – Computer Animation
- Valedictorian
- Advanced Achievement Award
- Perfect Attendance
- Vice President of Game Art Club
- Webmaster of Entertainment Networking Society
- Over 2000 required hours of technical training