

# Andrew Lyons

A n d r e w @ A n d r e w L y o n s . n e t

73 Pitt St Apt D  
Charleston SC 29403  
(610) - 715 - 9295

## Work Experience

### Kiz Toys Inc.

Charleston, SC

Particle FX, Lighting, Texture

Feb. 2009 - Present

- Creating layered particle effects for combat and surrounding environment
- Lighting game levels and characters and 3D cinematics
- Creating custom materials as needed for in game and cinematic use
- Unwrap UVs on assets from Modeling Department

## Skills

### Lighting

- Lighting complex digital sets and characters
- Creating render layers to composite digital assets in live action backgrounds
- Color matching and correction

### FX

- Using the game engine's particle system to create complex FX
- Implementing FX through custom C# scripts
- Adapting FX to meet different platforms and limitations

### Texturing

- Unwrapping and laying out efficient UVs for games or film
- Creating complex shading networks and procedural textures
- Painting custom textures, including diffuse, specular, and other maps as needed

## Software

Daily work in Unity 3D, Maya, Photoshop, and C#. Also trained to use Adobe's After Effects, Pixar's Renderman, Mental Images Mental Ray, on Linux, PC, and Macintosh platforms.

## Education

### Savannah College of Art & Design

2004 - 2008

Bachelor of Fine Arts

Major in Visual Effects - Minor in Technical Direction

## Interests

Music, Photography, Video Games, Cooking