

# Mark Osborne

(512) 758-2730

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Austin, TX

<https://www.linkedin.com/in/markhosborne/>



## EDUCATION

### Gnomon School of Visual Effects

Two-Year Certificate in High-End CG Focus in Lighting and Look Development

### Indiana University

Bachelor of Arts  
Major in Studio Art

## SKILLS

Supportive Leadership Style  
Cross Functional Collaboration  
Lighting and Compositing  
Look Development  
Workflow Strategy  
Task Management  
Artist Development  
Tool Development  
Traditional  
Painting/Drawing/Sculpture

## SOFTWARE

Unreal Engine 5  
ShotGrid  
AutoDesk - Maya/3ds Max  
RenderMan  
Redshift  
Pencil  
Nuke  
R&H Proprietary 3D/2D software  
Confluence  
Google Workspace  
DaVinci Resolve

## WORK EXPERIENCE

### Rooster Teeth | Austin, TX

#### Unreal Lighting Artist | April 2023 — Present

- Cinematic lighting and sequence rendering on animated Unreal project
- Integration of Niagara and Cascade FX to meet shot requirements
- Troubleshoot technical issues with assets and imported animation
- Assist other lighting artists with aesthetic and technical feedback
- Revise shots based on Lead and Director feedback

#### Visual Post Manager/ CG Supervisor | June 2018 — Present

- Lead, train, and mentor 20+ lighting, comp, and vfx team (post) members through development of visuals from kickoff to final approval
- Partner with directors, producers and supervisors from inception to final delivery to establish initial imagery and design concepts, provide delivery updates, and gather feedback to ensure overall creative vision and standards are met by the post team
- Design and implement workflow and guideline processes to create cohesion and efficiency in animation pipeline and interdepartmental communications

#### Lighting Lead | Aug 2016 — June 2018

- Task assignment and management for lighting artists
- Create and document lighting and render setups for anime aesthetic
- Guide artists on anime aesthetic for quick turn around and approval
- Provide feedback to producers and sups on task and pipeline status

### Nitrogen Studios | Vancouver, BC

#### Lighting and Compositing Lead | April 2014 — May 2016

- Create sequence light rigs for the environment and characters
- Develop and document tool usage for efficient lighting methods
- Educate artists on shot debugging and other troubleshooting techniques
- Translate aesthetic feedback from director to technical direction for Lighting and Compositing team

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## REFERENCES

### **Billy B Burson**

Virtual Production Manager, RT  
(808) 554-5058

### **Kerry Shawcross**

Senior Writer/Supervision Director |  
Showrunner for RWBY production, RT  
(210) 831-5690

### **Laura Brousseau**

Co-Director, Animal Logic  
(516) 318-0649

## PROJECTS

Death Battle X

Justice League x RWBY

RWBY

Sausage Party

Alvin and the Chipmunks 2 and 3

R.I.P.D

Aliens in the Attic

Yogi Bear

HOP

The Golden Compass

The Incredible Hulk

Night at the Museum 1 and 2

Marmaduke

## WORK EXPERIENCE (CON'T)

### **Rhythm & Hues Studios | Los Angeles, CA**

#### **Lighting Supervisor** | *Jan 2009 — April 2013*

- Developed artistic vision of the studio's lighting department
- Led discussions with local and international lighting teams to build efficient lighting methods
- Provided guidance on development, documentation and maintenance of proprietary lighting render tools
- Collaborated with the software department to develop studio and production specific rendering functionality
- Engaged with sups and leads daily to understand team and individual lighting needs
- Partnered directly with look development team on character lighting and shader implementation
- Advised production managers on lighting teams estimated timelines, task allocation, and deliverables schedule