

Mark Osborne

(512) 758-2730



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ATX



<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
2004 - 2006

Indiana University

Bachelor of Arts
Major in Studio Art
2000 - 2004

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

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

WORK EXPERIENCE

Rooster Teeth | Austin, TX

Visual Post Manager/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.

Rooster Teeth | Austin, TX

Lighting Lead | Aug 2016 — June 2018

- Task assignment and management for lighting artists
- Create simple and quick lighting and render setups for anime aesthetic.
- Develop and document tool usage for efficient lighting methods.
- 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.
- Give aesthetic lighting direction to the team through reviews and one on ones.
- 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

Joe Clary

Co-Head of Animation, RT
(773) 844-2536

Kerry Shawcross

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

Laura Brousseau

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

PROJECTS

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.