

Mark Osborne

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OBJECTIVE

10+ years experience in lead, supervising and management roles which has created a technical and aesthetic knowledge of cg lighting as well as project management. Creating and maintaining workflows for visual post teams has promoted a People First methodology that has created experience building transparency and trust between producers and creatives. Responsible for making overall lighting decisions on feature film, feature animation and episodic anime, has built production knowledge of lighting both stylized and realistic subjects within schedule and budget.

EXPERIENCE

CG Supervisor | *Impossible Objects* | Austin, TX (Remote)

May 2024 — Aug 2024

- Helped setup and manage linear production workflow and communication for VAD and Cinematic (remote within US and UK) Unreal teams.
- Supervision and management of Unreal Cinematic artists and their tasks. Assisted VAD and Cinematic teams with aesthetic strategies and technical debugging. Translated client and director feedback to technical direction for Cinematic artists.
- Created, managed and revised shots in UE5 to final completion.

Visual Post Manager / CG Supervisor | *Rooster Teeth* | Austin, TX

June 2018 — July 2023

- Promoted a supportive leadership style on managing multiple teams of 25+ employees (Crowds, 2D/3D VFX, Lighting, Comp).
- Embraced and encouraged a People First Environment by providing mentorship, and lifting individual voices and ideas.
- Implemented multiple methods of cross-communication and inter-team communication to identify root problems in scope in/efficiencies, bottlenecks, education documentation and then developed solutions to present to the production team. Resolving in less meetings, less kickbacks and multiple weeks of time savings.
- Collaborated with directors, producers and supervisors from inception to final visuals of projects. Helped establish design concepts, provide aesthetic direction, and ensure overall creative vision and standards was transparent. This helped build strong first passes and a priority based revision workflow saving multiple weeks per project.
- Designed, implemented and evolved a transparent workflow process to create a collaborative and cohesive pipeline, removing obstacles for artists and production. Merging of the Lighting and Comp departments is one example that lead to a 20-50% savings for production.
- Championed solution-oriented conversations between production and creative to ensure differing ideas were respected and ideal outcomes for both aesthetic and technical decisions were made with schedule and budget in mind.

Lighting Lead | *Rooster Teeth* | Austin, TX

Aug 2016 — June 2018

- Collaborated with tech and production to design a user-friendly lighting workflow including the hiring Tech Artists to build tools for teams. This increased artist feedback, change or updates to proprietary and off-the-shelf software, reduction of revisions and kickbacks, and transparency of asset status. Saving north of 25% of artist time over multiple productions.
- Owned the documentation of workflows and creative efforts within Confluence and Google. Managed artist tasks within Shotgrid, the estimation of workload and timelines to production through spreadsheets, as well as ownership of kickoffs, internal reviews and approvals.
- Scheduled and ran open office hours and 1:1s promoting a team environment of inquiry, education and transparency. Supported team through technical and aesthetic hurdles as well as empowering creativity through concept pitching, alternate version submission and communication strategies.

Lighting and Comp Lead / Supervisor | *Nitrogen Studios* | Vancouver, BC

April 2014 — May 2016

- Handled sequence management for team of artists providing technical and aesthetic direction for shot completion. Monitored and accelerated team efficiency through translation of director feedback, task assignments, kickoffs and reviews, diagnosing and resolving artist and production hurdles.
- Collaborated with tech and art teams to identify, solve and document pipeline and asset issues to ensure post teams were prepared and able to meet schedule requirements.

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Lighting Supervisor | *Rhythm & Hues Studios* | Los Angeles, CA

Jan 2009 - April 2013

- Managed and helped develop proprietary lighting and rendering tool sets and workflows for multiple lighting teams of 50+ employees. Collaborated with development, production and leadership teams on testing and implementation of software updates, creating documentation, diagnosing bugs and inefficiencies, and provided feedback from lighting teams.
- Helped establish and maintain workflows for international lighting teams. Responsible of ensuring transparency, collaboration, education and mentorship with local teams.

SKILLS

Sequence Lighting & Rendering

Look Development

Troubleshooting

Supportive Leadership Style Cross

Functional Collaboration Workflow

Strategy

Team & Project Management Artist

Development

Pipeline Development

Traditional Painting/Drawing/Sculpture

SOFTWARE

Unreal Engine 5

ShotGrid

Maya/3ds Max

Redshift

Google Suites

Perforce

Confluence

Nuke

PROJECTS

Death Battle X

Justice League x RWBY

RWBY

Sausage Party

R.I.P.D

Alvin and the Chipmunks 3

Aliens in the Attic

Yogi Bear

HOP

Alvin and the Chipmunks 2

Night at the Museum 2: Night at the Smithsonian

Marmaduke

The Golden Compass

The Incredible Hulk

Night at the Museum 1

EDUCATION

Gnomon School of Visual Effects

Two-Year Certificate in High-End CG

Indiana University

Bachelor of Arts - Major in Studio Art