

# Stanley Kwong

## Technical Artist

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- Experienced Technical Artist with over 25 years of experience creating award winning Feature Animation, VFX, VR/AR at companies such as Disney, DreamWorks, Apple and Meta
- Lead Lighter on new unannounced next generation Meta Horizon metaverse platform
- Developed and shipped award-winning Virtual Reality titles on every platform, including PC (Rift/Vive), mobile (GearVR/Daydream) and console (PSVR)
- Extensive experience using UE4 Blueprints, JavaScript, Python, C++ and 3D computer graphics applications such as Maya and Nuke as well as rendering engines such as Arnold and V-Ray
- Lead and mentored dozens of Technical Artists, many of whom were promoted to be Leads

### Experience

#### Meta

*Technical Artist - Menlo Park, CA - 2019-present*

##### **Horizon Metaverse Technical Art and Messenger Art Team**

- Lead Lighter on new Metaverse platform collaborating w/ various departments to enhance visual appeal/gameplay
- Established visual standards/lighting style guide in collaboration with Creative Director and Art Directors.
- Worked cross functionally with Engineering and other Tech Art teams to ensure visually appealing lighting effects while maintaining acceptable performance metrics. Created lightmaps with Maya/Arnold, and Houdini/Redshift.
- Provided mentorship/coaching for team members, and participated in various in-headset playtests.
- Delivered high-quality, optimized AR content w/ SparkAR Studio, seen by over 1 billion users on a wide range of mobile devices
- Prototyped new products on the Messenger AR platform by writing JavaScript logic and GLSL shaders
- Utilized DCC toolset knowledge to instruct artists on asset creation best practices

#### Apple, Inc. via Hogarth WW

*Lead Technical Artist - Cupertino, CA - 2017-2019*

##### **iPhone and iPad Product Rendering and Lighting**

- Created high-end, industry-leading photorealistic CG artwork using Maya, V-Ray and proprietary pipeline tools
- Artwork was displayed in Apple stores, billboards and on Apple.com
- Lead projects to achieve client objectives within budgetary constraints and approved timelines
- Partnered with cross-functional teams of creatives, engineers & clients to bring their ideations to life in 3D

#### Penrose Studios

*Senior Technical Director - San Francisco, CA - 2015-2017*

##### **Arden's Wake, Allumette, The Rose and I**

- Researched, designed and prototyped **AR** short *The Rose and I* for Microsoft Hololens using Unity (C#)
- Collaborated with design, engineering, artists and QA to ship **VR** shorts *The Rose and I* and *Allumette* on Oculus Rift, HTC Vive, Samsung GearVR, Google Daydream and Sony PSVR. Launch partner on all five platforms.
- Ported PC **VR** short *The Rose and I* UE4 project (Blueprints/C++) to mobile platforms GearVR and Daydream
- Developed method to simulate 6DOF input w/ 3DOF mobile headset/trackpad input for **VR** short *The Rose and I*
- Created/fine-tuned the direct lighting, reflections and shadows for *Arden's Wake*, working with the Art Director
- Wrote/maintained UE4 Blueprints and Blueprint Function Libraries for **VR** shorts *The Rose and I* and *Allumette*

#### DreamWorks Animation

*Lead Lighting Technical Director - Glendale, CA - 2010-2015*

##### **NOVA, Kung Fu Panda 2, Turbo, Madagascar 3, Puss in Boots: The Three Diablos**

- Created photoreal content with DreamWorks' proprietary Physically Based Renderer
- Designed, managed, and maintained DreamWorks' HDR (High Dynamic Range) capture process and workflow
- Led a team of up to 10 Production Lighters on various interior and exterior sequences
- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of each shot

**PDI/DreamWorks Animation**     *Lighting Technical Director - Redwood City, CA - 2008-2010*  
**Madagascar 2, Monsters vs. Aliens, MvA:Bob's Big Break & Mutant Pumpkins from Outer Space**

- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of the shot
- Lit and composited Bob the Blob, a translucent character made up of almost a dozen different render layers, including refraction, reflection, bubbles, inner core gradient, diffuse, etc.

**Sony Pictures Imageworks**     *Lighting Technical Director - Culver City, CA - 2005-2007*  
**Open Season: IMAX 3-D, Boog & Elliot's Midnight Bun Run, Sony Imageworks Logo**

- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of the shot
- Converted shots from *Open Season* to stereoscopic 3D shots for *Open Season:IMAX 3-D*
- Wrote a few custom RenderMan shaders for the Sony Imageworks Logo project

**DreamWorks Animation**     *Pipeline/Lighting Technical Director - Glendale, CA - 2003-2005*  
**Shark Tale, Madagascar, The Madagascar Penguins in a Christmas Caper**

- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of the shot
- Co-designed and implemented the Lighting Exporter, a Tcl/Tk tool that worked with LUIGI (*Shark Tale* Lighting Tool) to export Lighting Rigs from master shots to other similar shots
- Developed various Perl, Python and MEL tools used in the *Shark Tale*CG pipeline

**DreamWorks Animation**     *Shot Prep Artist- Glendale, CA - 2001-2003*  
**Sinbad**

- Utilized Maya Assets (DreamWorks' proprietary XML-based DAM system based on Maya referencing) and PerCS (DreamWorks' proprietary RCS) to set-up/track/version animation department data
- Worked as an interface between the CG Layout department and the 2D traditional animation department

**Walt Disney Feature Animation**     *Scene Setup Administrator - Burbank, CA - 1997-2000*  
**Disney's Dinosaur**

- Utilized ADAM/AXS (WDFAs' proprietary DAM and RCS) to set-up/track/version animation department data
- Developed various UNIX utilities that were widely used in WDFAs' digital production pipeline

**Skills**

**Programming Languages:** C/C++, Python, Perl, MEL, JavaScript, csh  
**Operating Systems & Software Packages:** Linux, Maya, Nuke, UE4, Unity, V-Ray  
**Proprietary DreamWorks Software :** Torch, LIGHT, COMP, LUIGI  
**Proprietary Sony Imageworks Software :** Katana, Birps (RenderMan Lighting Tool), Bonsai

**Education**

**University of California, Davis**  
**Major:** Bachelor of Science (Computer Graphics and Scientific Visualization Emphasis)  
**Minor:** English

**References**

Dave Walvoord, Visual Effects Supervisor, DreamWorks Animation  
Brad Herman, AI/ML Lead Developer, Apple  
Scott McKee, CG Supervisor, DreamWorks Animation  
Ocean Quigley, Creative Director, Meta  
Chris Evans, Technical Art Manager, Meta  
Jami Levesque, Lead Technical Artist, Meta