



DAVID CONLON

Look Development >> Lighting >> Compositing

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education >>

University of Southern California
Los Angeles, CA
MFA in Film, Video and Computer Animation, 2005

Texas A&M University
College Station, TX
BED, Environmental Design, 2002

summary >>

15 years lighting, look development and compositing experience. Expert in physically-based rendering in Arnold and lighting in Katana. Strong leadership abilities, can work independently to reach creative goals and can perform under tight deadlines. Enjoys the collaborative and embraces the creative process of filmmaking. Specializes artistically in complex exterior environments, look-development leadership and sequence key-lighting. Technically proficient in creating efficient and user-friendly workflows, templates, scripts and macros in Katana and Nuke

software >>

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|--------------------|-----------|
| Katana | ● ● ● ● ● |
| Arnold | ● ● ● ● ● |
| Nuke | ● ● ● ● ○ |
| Maya | ● ● ● ○ ○ |
| Substance Painter | ● ● ● ● ○ |
| Substance Designer | ● ● ● ○ ○ |
| Python | ● ● ● ○ ○ |
| Unix | ● ● ● ● ○ |

professional experience >>

Invisible Thread
Portland, OR
May 2020 – December 2021
Look Development Supervisor

- Asset Standardization Project
- Digital Backlot Project
- AR Asset Supervisor

Sony Pictures Imageworks
Culver City, CA
September 2009 – May 2020
Look Development and Lighting Lead

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|-------------------|----------------------|
| "Vivo" | "Popeye Test" |
| "Smallfoot" | "Smurfs 2" |
| "The Emoji Movie" | "Hotel Transylvania" |
| "Angry Birds" | "The Smurfs" |

- Asset artist on hero characters and environments
- Acting CG Supervisor for "Smallfoot" Marketing team.
- Create and manage templates and work-flows
- Set up Katana working environments (macros, tool-sets, templates, defaults, etc.)
- Look Development lead. Created master material library, rules and standards, interfaced with Texture and Shading, and Rendering departments
- Lighting lead for up to 18 lighting/compositing artists
- Sequence key-lighting
- Created artist training documents, and ran bi-weekly training classes for lighting/compositing team

Imagemovers Digital
Playa Del Rey, CA
May 2009 - September 2009
Lighting Technical Director

"A Christmas Carol"

Sony Pictures Imageworks
Culver City, CA
September 2005 – May 2009
Lighting and Compositing Technical Director

"Cats and Dogs 2"
"G-Force"
"Beowulf"

Lead Associate Technical Director
"Surfs Up" "Monster House"