

# Kevin McDonald

[www.kevinlighting.com](http://www.kevinlighting.com) • fusion23@gmail.com • 323-206-0642

## CG Experience:

NETFLIX ANIMATION STUDIOS  
Senior Lighting Artist

Feb 2026 - current

SONY PICTURES IMAGEWORKS  
Senior Lighting TD  
• *K-Pop: Demon Hunters*

Dec 2024-March 2025

METHOD STUDIOS  
Lighter  
• *NDA*

July 2024-August 2024

ENCORE VFX  
CG Supervisor

Jan 2022-Aug 2023

- Supervising sequences across all 3D departments, lighting with renderman in Houdini, crowds, scripting in Houdini
  - *All American Season 4 and 5 (stadium crowds), All American: Homecoming Season 2 (stadium crowds)*
  - *After Party Season 2*
  - *Bad Monkey (digi double asset creation), Fear, Lioness, Minx Season 1 and 2, Music Video (NDA), Mysterious Benedict Society, Meta Oculus Christmas Commercial (NFL stadium, spaceship landing, Among Us)*
  - *Riverdale (partial season), The Santa Clauses, Truemaker (short film), Villains of Valley View (partial season), Winchesters*

3D Lead

July 2021 - Jan 2022

- Supervising smaller sequences across all 3D departments, lighting with renderman in Houdini, crowd setups
  - *All American Season 3*
  - *All American: Homecoming Season 1*
  - *After Party Season 1*
  - *Home Economics (stadium crowds)*
  - *Just Beyond*
  - *Swimming With Sharks (hollywood sign, crowds)*

Lighter/Lead Lighter

Nov 2020 - July 2021

- lighting and rendering with renderman in Houdini, crowd setups
  - *Batwoman*
  - *Flash*
  - *Supergirl*

METHOD STUDIOS  
Lighter

July 2020 - Nov 2020

- *NDA*

SONY PICTURES IMAGEWORKS  
Senior Lighting TD  
• *Over The Moon*

March 2020 - May 2020

BLIZZARD ENTERTAINMENT  
Lighter

July 2019 - October 2019

- *World of Warcraft: Shadowlands Cinematic Trailer*
- *Diablo 4 Announcement Cinematic Trailer*

WALT DISNEY ANIMATION  
Lighter

August 2018 - October 2018

- *Wreck It Ralph 2: Ralph Breaks the Internet*

## DOUBLE NEGATIVE

Senior Lighting TD

June 2017 - July 2018

- *Pacific Rim, Godzilla*

## SONY PICTURES IMAGEWORKS

Senior Lighting TD

November 2014 - June 2017

- *Hotel Transylvania 2, Angry Birds, Storks, Smurfs, Emoji*

## IMAGINARY FORCES

LookDev/Lighter

August 2013 - October 2013

- *Strife (video game trailer)*

## DREAMWORKS ANIMATION

Lead Lighter

July 2012 - July 2013

- *Turbo, 2013*
  - *billboard crowds lighting/rendering/comp setup for Indytrack race sequences*
  - *co-lead on Indytrack pre-race day sequence - Turbo time trial*
  - *8k consumer products' stills: Glowing night version of snails*
  - *sequence setup and shot production for the Turbo "Put Your 3D Glasses on Now" in-theater spot*

Lighter

March 2008 - June 2012

- *Madagascar 3, 2012*
- *Guardians, 2012*
  - *8k consumer products/publicity stills: North, Pitch, Bunny, Group in Sleigh*
- *Puss In Boots, 2011*
- *Meganind, 2010*
  - *lighting setup for brainbots in Meganind Lair sequence*
- *Shrek Forever After, 2010*
- *Monsters vs. Aliens, 2009*
  - *lit and composited the character B.O.B. for all shots in two sequences*

Software Testing/Design

November 2010 - August 2011

- *Wrote spec and designed UIs for light/object manipulation in 3D View*
- *constructed many UI mock-ups for various UI elements/windows and workflows*
- *contributed to design of future lighting department workflows*

## Skills and Software:

### VISUAL EFFECTS

- *Lighting and rendering with Path Tracing (Renderman, Arnold, Hyperion, Clarisse)*
- *Color science of image pipelines*
- *Stadium crowds in Houdini*
- *Lighting, Rendering, and Scene/Crowd Setup in Houdini*

### SOFTWARE

*Renderman, Houdini, Clarisse, Arnold, Katana, Nuke, Blizzard's lighting tool, Disney's Dlight lighting tool and Hyperion Renderer, Dreamworks Animation's old renderer and old custom lighting package, Maya, Photoshop, Lightroom, Linux*

## Education:

SAVANNAH COLLEGE OF ART AND DESIGN (Savannah, GA)

Masters of Fine Art (candidate) – Visual Effects, 2007

UNIVERSITY OF FLORIDA (Gainesville, FL)

Bachelor of Science – Psychology, 2004.

Minor – Computer Science