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'sWake*, 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 (WDFA's proprietary DAM and RCS) to set-up/track/version animation department data
 • Developed various UNIX utilities that were widely used in WDFA's 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: B.S. Computer Science (Computer Graphics and Scientific Visualization Emphasis)
Minor: English (Film Studies Emphasis)

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