

Darren D. Kiner
CGI Lighting Supervisor

(661) 755-1714
darren@bouncelight.com

EDUCATION

Bachelor of Arts: Media with Film / Animation emphasis
University of California, San Diego, Revelle College

SKILLS

Computer Animation:
Maya, Renderman, Mental Ray, SoftImage, 3D Studio Max
Shake, Nuke, After Effects, Fusion.

Film and Video Cinematography, Lighting and Editing.

Film Direction and Screenwriting, including 2D and 3D storyboarding.

Clay Animation and Classical Animation:
2D and 3D character design, Sculpting and Animation of characters.

CREDITS

Lighting Artist "*GI Joe – The Rise of Cobra*"

Lighting TD "*Charlie Wilson's War*" – Whodoo Effects

Shot Finaler "*Chicken Little*", "*Meet the Robinson's*"

Lighting Supervisor "*Looney Tunes: Back in Action*"

Lighting Technical Director - Cinesite
"*Wind Talkers*", "*13 Ghosts*", "*Red Planet*", "*Thirteen Days*" & "*X-Men*"

Technical Director "*Iron Giant*" – Responsible for the Giant

Lighting TD/Cleanup Animator "*Fantasia 2000: Tin Soldier*"

Computer Generated Imagery; modeling and animation "*Aladdin*"

Design, Direction, and Animation
Independent Short Film "*Bob the Frog in 'BURP!'*"

EXPERIENCE

2009:

Snoot Entertainment

- Lighter / Compositor for Tommy Short Film.
Maya 2009, Mental Ray and After Effects software.

Frantic Films:

- Lighter / Compositor for GI Joe – Nightraven airplane.
3D Studio Max, V-Ray and Fusion software

2008:

Buster Design

- CGI Supervisor, Mrs Butterworth commercials, Cinematics.
Maya 2008, Mental Ray and Shake software

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- 2008 (cont):
Technicolor Interactive Services
- CGI Lighting Supervisor, Cinematics.
Maya 2008, Mental Ray, and Shake software
- 2007:
Whoodoo EFX
- Lighting TD – "*Charlie Wilson's War*"
Textured and lit helicopters, Maya 2008 & Renderman (MTOR)
- 2004 – 2007:
Disney Feature Animation
- Shot Finaler - "*Chicken Little*", "*Meet the Robinsons*"
Maya, Renderman and proprietary software
- 2003 – 2004:
Arcana Digital Studios
- Remote CGI Modeler and Look Development Artist – Built and textured gorilla character for "*Action Man*" DVD / Maya, Maya Fur.
- 2003: Hydraulx
- Freelance Lighting Supervisor – Lit spy car for "*Looney Tunes: Back in Action*" / Maya and Mental Ray.
- 2001 – 2002: SimEx Digital Studios
- Remote CGI Look Development and Lighting – "*Lego Factory Tour*" and "*Racers 4D*" films for Legoland / Maya, MTOR, and Renderman.
- 2000 – 2001: Cinesite Visual Effects
- Staff CGI Look Development and Lighting Technical Director - "*Wind Talkers*", "*13 Ghosts*", "*Red Planet*", "*Thirteen Days*" and "*X-Men*" / Maya, MTOR, and Renderman.
- 1999: DreamWorks SKG
- CGI Effects Animator – Lighting on "*The Road to El Dorado*", crashing the gate sequences team / Maya, MTOR, Renderman.
- 1999: Metrolight Studios
- Lighting Lead – "*Dragonheart II*" DVD promoted to Animation Manager, acted as CGI Supervisor on several in-house content projects / Maya, MTOR, and Renderman.
- 1997 – 1999: Warner Brothers Feature Animation
- Technical Director/Designer – Responsible for "*Iron Giant*" title character on the 'train track' and 'junkyard' sequences. Built and lit Ogre character for "*Quest for Camelot*" / Maya, SoftImage, Renderman, and Animo.
- 1994 – 1997: Disney Feature Animation
- Lighting Technical Director – Lighting and cleanup animation for "*Fantasia 2000*" Tin Soldier segment. Modeled Lemur and lit several shots for "*Dinosaur*" test / Alias, SoftImage, and Renderman.