

# Amy Rebecca Tucker

*Lighting | Compositing | Realtime*

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Experienced Technical Director/Artist with expertise in 3D lighting and compositing, technical troubleshooting, sequence setup and light rig development using traditional software and realtime tools. Able to quickly learn new technologies to create content, automate tedious processes and improve artist workflows.

## SELECTED EXPERIENCE

**Meta, Menlo Park, CA**

**Technical Artist (Lighting)**

**01/2021 – present**

**Key Skills:** *Lighting | Maya | Redshift | Look Development*

Develop and consult on avatar lighting across multiple applications and teams. Create light rigs, update lighting for avatar editors and help troubleshoot issues with avatar lighting and shaders as needed. Collaborate regularly with engineering, technical artists, animators and product managers. Responsible for all lighting and rendering for current avatar look development efforts. Create lighting for animated materials (educational, marketing, prototype) and render final frames as needed. Collaborate on interactive projects as needed.

- Developed process for creating IBL cube maps and light rigs for use with proprietary avatar shader
- Collaborated on eye glint solution for avatars as displayed in editor
- Acted as lighter for “The World Beyond” mixed reality experience

**Baobab Studios, Inc., Redwood City, CA**

**Engineer/Lighter, VR and 2D**

**03/2018 – 01/2021**

**Key Skills:** *Unity | C# | Fusion | NodeCanvas | Lighting | Compositing*

Performed lighting and technical direction tasks as needed for the studio’s interactive VR and 2D productions using Unity. Technical direction responsibilities included debugging and solving issues, scripting solutions that improved workflow, graphing complex sequence flow to assist animators, setting up behavior trees using NodeCanvas and interactive development.

- Served as Lighting Supervisor and Engineer for “Baba Yaga” (2D short based on the VR experience) using Unity and Fusion. Maintained and debugged Unity projects used for virtual handheld camera shooting of real time experience for 2D, adapted VR assets, shaders and VFX for Unity 2D rendering, created sequence rigs and comp templates for small lighting team, performed key and production shot lighting and compositing and managed a small team of lighters from lighting through tech and paint fix stages
- Responsible for all behavior tree and FSM development, import and maintenance of all animation assets and character rigs for “Baba Yaga” and “Bonfire” VR experiences
- Acted as lighter for both 2D and VR versions of Emmy-winning “Crow: The Legend”
- Supported engineering and other lighters by managing animation import process for the 2D version of “Crow” and troubleshooting issues across disciplines
- Exceeded project expectations by developing process to create character mattes for 2D version of “Crow” to assist colorist and used compositing techniques to improve this process for 2D “Baba Yaga”

**Lytro, Inc., Mountain View, CA**

**Pipeline Technical Director, Immerge VR**

**03/2017 – 03/2018**

**Key Skills:** *Python | Shotgun | Shotgun API | Nuke | Nuke API | PyMel | Compositing*

Collaborated on development of studio’s Shotgun pipeline to support content creation for the Immerge Light Field VR product. Supported compositors by troubleshooting issues and scripting tools that improved workflow.

Worked with Post Producer and Cloud Rendering team to import and track preprocessed data into the production pipeline for use by artists.

- Personally developed and maintained the preprocessed footage import and publishing API (Python), including creating appropriate Shotgun plugins and scripts that supported Lytro's proprietary data formats
- Wrote PyMel tools that validated Maya scenes and facilitated batch rendering for a render-intensive 3D animated short project, improving memory use and eliminating common errors

#### **Compositor, Immerge VR**

**08/2016 – 03/2017**

Nuke compositor for Lytro Immerge Light Field VR demo content, specializing in multi-camera rotoscoping, green screen extraction and camera-to-camera color correction to prepare footage for use by lead compositor.

- Achieved consistent color across footage from multiple camera sensors using Nuke
- Used a combination of rotoscoping and mathematical expressions to reduce artifacts due to green screening and sensor imperfections

#### **Evil Eye Pictures, San Francisco, CA**

**Lighter, “Pearl”**

**11/2015 – 12/2015**

**Key Skills:** Maya / PyMel / Photoshop / Lighting

Lighting artist/colorist for Google Spotlight Stories' "Pearl," an Academy Award-nominated short animation directed by Patrick Osborne. Used creative modeling, color and surfacing techniques within Maya to achieve inexpensive lighting effects for real time device playback.

- Quickly developed a process for in-context lighting using Photoshop that was not supported in Maya due to project restrictions
- Created a PyMel tool that allowed lighters to control fog and gradient parameters on groups of materials from a single material controller, expediting a very tedious but necessary process

#### **Art in Action, Menlo Park, CA**

**Volunteer**

**02/2015 – 09/2016**

**Key Skills:** Adobe Creative Cloud / Graphic Design / WordPress / CSS / PHP

Art in Action provides a comprehensive visual art program for grades K-8, including training, lesson plans and resources for teachers and volunteers. I served as graphic designer and also solved technical problems and design issues with their WordPress site. This included installing and troubleshooting plugins, modifying CSS, and when necessary, tweaking existing PHP code. I also volunteered at fundraising functions as needed.

#### **PDI/DreamWorks Animation, Redwood City, CA**

**Production Lighter and Compositor**

**05/2012 – 01/2015**

**Key Skills:** Proprietary lighting and rendering software / Nuke / Lighting / Compositing / Python

Lighting and compositing artist for 3D animated feature films. Developed lighting rigs or extended existing rigs as needed and performed final character and environment lighting and compositing tasks. Solved lighting and rendering issues as they arose and documented techniques and issue workarounds for other lighters.

Collaborated with multiple departments to integrate and troubleshoot assets. Selected filmography: **Home, Penguins of Madagascar, Mr. Peabody & Sherman, Rise of the Guardians**

#### **Lighting Technical Assistant**

**08/2009 – 05/2012**

Assisted lighters with sequence rig and shot setup, as well as troubleshooting and Python scripting tasks. Performed occasional shot lighting and compositing as needed. Created digital intermediate mattes to assist with color grading process.

## **EDUCATION**

**MS Visualization Sciences, Texas A&M University**

**BS Communication Arts (Illustration, Computer Science), Texas A&M University–Commerce**