

Luke Heathcock

Burbank, CA
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EXPERIENCE

Walt Disney Animation Studios – Burbank, CA

Lighting Artist | Jan 2022 - Present

- Currently working with the team to develop a stylized look for the upcoming feature *Wish*
- Responsible for key lighting, shot lighting, compositing, and QC delivery
- Films - *Wish, Strange World, Zootopia+*

Dreamworks Animation – Glendale, CA

Lighting Lead | Oct 2018 - Dec 2021

- Developed new workflows, visual concepts, and technical solutions for a stylized look on *The Bad Guys*
- Responsible for key lighting sequences, creating templates, and helping artists with shot lighting
- Assist CG sup with technical direction, scheduling, and shot feedback
- Films - *The Bad Guys, The Boss Baby 2, Trolls World Tour*

Sony Pictures Imageworks – Vancouver, BC

Lighting Lead / Look Dev Artist | June 2016 - Oct 2018

- Developed new workflows, visual concepts, and technical solutions for a stylized look on *Spider-Man: Into the Spider-Verse*
- Worked as look development artist for main characters and env assets
- Lead duties including key lighting and template creation/management
- Films - *Spider-Man: Into the Spider-Verse, The Emoji Movie*

Lighting Artist | Jan 2011 - June 2016

- Responsible for shot lighting, compositing, stereo, and QC delivery
- Worked on 8 feature films - Animation / Live action

Pixar Animation Studios – Emeryville, CA

Lighting Intern | Summer 2009

- Lighting training on features *Up* and *Toy Story 3*

EDUCATION

Savannah College of Art and Design – Savannah, GA

BFA Visual Effects | March 2010

SKILLS

Software Primary:

Nuke
Katana
Houdini
Maya
Photoshop
After Effects

Software Secondary:

Unreal
Substance
Mari
Blender
Sketchup
Zbrush

OS:

Linux
Windows
Mac