

Ryan Wing

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Portfolio : <https://vimeo.com/682354750/87da1e0173> (pass : wing2022)

Experience

JANUARY 2020 - PRESENT

DNeg, Vancouver, BC - Lighting Lead

- Lighting Lead on "Haunted Mansion" (2023 film)
- Lighting Lead on "Shazam! Fury of the Gods" (2023 film)
- Lighting TD on "Slumberland" (2022 film)
- Lighting TD on "Bullet Train" (2022 film)
- Lighting TD on "Uncharted" (2022 film)
- Lighting TD on "Dune" (2021 film)

Responsibilities :

- Lit and rendered feature film shots. I also worked to assist other artists who were either behind schedule or who were struggling with challenging shots.
- Built sequence setups. This included light rigs, pass setup, FX look development, optimization, documentation and artist training across multiple sequences.
- Provided technical troubleshooting support for the lighting team.
- Worked on Renderman testing team for future Solaris/Renderman rollout.

JULY 2017 - DECEMBER 2019

Moving Picture Company (MPC), Vancouver, BC - Key Lighting Artist

- Key Lighting Artist on "Sonic the Hedgehog" (2020 film)
- Lighting Artist on "Aquaman" (2018 film)
- Key Lighting Artist on "Ad Astra" (2019 film)
- Lighting Artist on "A Wrinkle In Time" (2018 film)

Responsibilities :

- Lit and rendered feature film shots.
- Built sequence setups. This included light rigs, pass setup, FX look development, optimization, documentation and artist training across multiple sequences.
- Handled shot assignment and artist training for my sequences.
- Worked as Lighting to FX Liaison, helping design better workflows and QC between the FX and lighting departments.
- Worked on the lighting support team, focusing on hard to solve lighting issues and optimization.
- Wrote basic python scripts for my sequences

JUNE 2012 - JULY 2017

Innovative Edit, Indianapolis, Indiana – Motion Graphic Artist

- Generalist - Built 2D and 3D motion graphics and Augmented Reality for a variety of Fortune 500 clients, typically from concept to final delivery.
- Built and maintained technology including a render farm and custom python tools.

NOVEMBER 2004 - JUNE 2012

Tribune Broadcasting, Indianapolis, Indiana – Motion Graphic Artist

- Generalist - Built 2D and 3D motion graphics for news broadcast and promotions.
- Created Emmy Award winning Motion Graphics for local news audiences.
- Implemented “Vizrt” real time on air graphics generator. Built and maintained graphics templates.

Education

MAY 2006 - DECEMBER 2010

Indiana University, Indianapolis, Indiana – Masters in Science, Media Arts

4.00 / 4.00 GPA.

AUGUST 1999 - DECEMBER 2003

Kansas City Art Institute, Kansas City, Missouri – Bachelors in Fine Art, Photography

Recipient of Merit Scholarship Award, 1999-2003.

Skills

3D Design : Maya, Katana, Renderman, Clarisse, V-Ray, Mental Ray, Arnold, Nuke, Houdini

2D Design : Photoshop, Illustrator, After Effects

Scripting : Python

Recognition

Visual Effects team member on “Dune” which won :

- Academy Award for Best Visual Effects, 2022.
- Visual Effects Society Award : Outstanding Compositing & Lighting in a Feature Winner, 2022.
- BAFTA award for Best Visual Effects, 2022.

Twice Emmy Award Winner, National Academy of Television Arts and Sciences, Lower Great Lakes Chapter, 2012.