

# Forrest Pando

Portfolio: [forrestpando.com](http://forrestpando.com) | +1 9194445603 | [forrestpando@gmail.com](mailto:forrestpando@gmail.com)

## WORK EXPERIENCE

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### Lost Boys Interactive

*Lighting Artist*

- Lighting artist on unannounced AAA game
- Developing mood and tone through lighting
- Primary lighting artist for level and cinematic lighting
- Responsible for maintaining and pushing quality bar
- Supervise and mentor other lighting artists

**Wisconsin, USA**

*2022 - Present*

### Interference Pattern

*Lighting & Environment Artist*

- Handled lighting on all shots for un-announced short film
- Baked and dynamic lighting in Unreal Engine
- Look development on NPR post-process materials
- Environment set dressing on shots

**Edinburgh, Scotland**

*2021 - 2022*

### Pando Creative Co.

*Co-Founder and Chief Creative Officer*

- Oversaw all creative aspects of video projects
- Collaborated effectively with a wide range of departments
- Developed a strong eye for composition and lighting and how they affect narrative

**Virginia, USA**

*2012 - 2019*

## EDUCATION

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### Academy of Animated Art

*Lighting Artist Course*

**Online Programme**

*Graduation: 2021*

### Abertay University

*Professional Masters in Game Design*

**Dundee, Scotland**

*Graduation: 2021*

### University of St Andrews

*MLitt in Film Studies*

**St Andrews, Scotland**

*Graduation: 2020*

### Virginia Commonwealth University

*Bachelor of Arts in Cinema*

**Virginia, USA**

*Graduation: May, 2012*

## LEADERSHIP EXPERIENCE

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### Academy of Animated Art

*Community Critique and Moderation*

- Host weekly live community lighting critique for the Academy of Animated Art.
- Give and facilitate feedback with my co-host
- Critique video example: <https://youtu.be/RX5GwFx6fpk>

**February 2021 - Present**

## SKILLS

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Maya, Katana, Arnold, Renderman, Redshift, Nuke, Houdini, Unreal Engine, Substance Painter, Davinci Resolve