



ANDREW OLDS

LIGHTING ARTIST

INFO

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[LinkedIn](#)

[Demo Reel and Portfolio](#)

EDUCATION

B.S./Visualization

Texas A&M University

2022-2026

SOFTWARE

Maya - Layout, Modeling

Unreal Engine - Lighting

Renderman - Lighting

Nuke - Compositing

Substance

Houdini - Lighting,

Python

Perforce

Jira

EXTRACURRICULARS

Viz-A-GoGo Showcase

GigaJam

Chillenium Game Jam

MSC Aggie Cinema

TAMU Run Club

Palmer Ridge HS XC Asst. Coach

WORK EXPERIENCE

Marvel's Wolverine, Lighting Intern

Insomniac Games, Burbank, CA, Summer 2025

- collaborated with seasoned developers to gain hands-on experience in creating a AAA game
- responsible for lighting and post-processing for real-time cinematics
- communicated with teammates, mentors, leads, and art directors to share insights and receive feedback
- worked on cinematic shots for the re-reveal trailer for *Marvel's Wolverine*, participated in twice weekly trailer reviews with art directors and game leads

Marvel's Wolverine, Lighting Artist

Insomniac Games, Remote, Jan. 2026-Present

- responsible for in-game cinematic lighting polish work
- responsible for lighting marketing material
- side mission real-time level lighting

PROJECTS

"Prototype" Studio Group Project

Texas A&M University, Spring 2024

- created a 35 second animated short on a team of 7
- learning shot lighting, and basic compositing; also responsible for story
- shown at the Viz-A-GoGo 2024 showcase

Campsite 51, Studio Group Project

Texas A&M University, Fall 2024

- created a 40 second animated short on a team of 6
- responsible for layout, lighting, and compositing
- shown at Viz-A-GoGo 2025 showcase

AWARDS

Best Body of Work Scholarship, Undergraduate, 2025

Viz-A-GoGo 32, Texas A&M University

- awarded for the best body of work produced by an undergraduate student at Texas A&M for the 24-25 academic year