

Stuart Lynch

Art Director

Details

Address

Oakland
USA

Phone

510-541-5158

Email

stuartlynch9@gmail.com

Links

Portfolio

[Behance \(Detailed portfolio\)](#)

Skills

Adobe Premiere Pro



Cinema 4D



Zbrush



Unreal Engine



Unity



Maya



Adobe Photoshop



Adobe Premiere



Substance painter



Adobe After Effects



Virtual/Augmented Reality



Python



Java



Profile

As a seasoned Art Director and 3D Generalist with 24 years of industry experience, I excel in blending technical expertise, precision, and a passion for excellence. My specialty lies in creating immersive 3D motion graphics, innovative environment designs, and compelling digital installations. From working with global brands to developing unique visual identities, my portfolio showcases a diverse range of projects that reflect my ability to conceptualize and execute distinct brand visions. Adept at working under tight deadlines, I thrive both independently and within collaborative team settings. My proficiency extends to the use of cutting-edge technologies such as Augmented Reality, Virtual Reality, and Artificial Intelligence, enabling me to stay ahead in the rapidly evolving field of digital art. Committed to continuous learning, adaptability, and leveraging emergent technologies, I am a valuable asset to organizations aiming to drive impactful and innovative results. adsadsasdasdkahdkajsdllkakdj kasdk jasd

Employment History

Real Time R&D, Apple (Vendor,Consultant)

Jan 2023 – Apr 2023 Cupertino

Leveraged 3D design expertise in real-time & low-poly techniques for AR projects at Apple. Addressed complex challenges, contributing significantly to success. Utilized high-level technical skills, creative problem-solving, and ensured strict confidentiality and security

Art director, X-Energy via We-Landed

Jan 2022 – Apr 2023 Oakland, CA

Providing on going art direction & visual consultation; crafting 3D motion graphics, shaping environments, and designing infographic-style visuals.

Animator (Part time contract) , Play Studios

Jan 2022 – Present

Architectural visualization for an upcoming project | NDA Protected

Art director - Sound designer, Tubi TV

Dec 2021 – Apr 2022 San Francisco


As the Art Director for Tubi TV's rebranding, I led the creation of innovative motion graphics and sound design. Guiding the overall visual and auditory direction, I successfully transformed and modernized the brand's identity.

3D designer , Waymo (contract)

May 2021 – Nov 2020 San Francisco


Marketing renders for Google-Waymo's autonomous driving deivision. Specializing in Photorealism and environment design.

VR - Real-time Designer , Evil Eye Pictures

Sep 2020 – Jan 2021  San Francisco


Engaged in a VR project for a confidential client, emphasizing real-time lighting and material design to enhance immersive experiences.

Art Director , Intrepid

Jun 2020 – Sep 2021  San Rafael


Intel launch: Led a team of real-time artists using UE5 for a virtual production project. Managed creative workflows, focusing on VR integration and immersive experiences.

Sr Designer, Lucid Motors

Jan 2020 – Apr 2020  Newark


RT/VR Lighting, material design, and rendering for the Lucid Air marketing campaign

Consulting Creative Director , Adobe

Aug 2019 – Nov 2019  San Francisco


Video campaign & marketing materials, including animation, real-time rendering, AR elements, video production, and editing.

Sr Designer, GoPro via Swordfish SF

Apr 2019 – Jun 2019  San Francisco


Lighting, material design, and technical direction for the GoPro 8 r release.

Sr 3D Artist , Adobe

May 2018 – Dec 2018  San Francisco


Resident Adobe artist for 'Project Aero' release, contributing to video marketing by applying Augmented Reality (AR) for dynamic and engaging visual experiences.

Senior Designer , Google (contract)

Feb 2018 – May 2018  San Francisco

Interdepartmental role in design and engineering, focusing on UX, material design, virtual reality, and collaboration with cross-functional teams.

Director of Immersive Experiences , E veo

Apr 2017 – Feb 2018  San Francisco


Creative direction for a Pharmaceutical ad agency.

Associate Creative Director, Viscira

Aug 2016 – Apr 2017  San Francisco

Motion graphics, VR, AR, medical animation, and art direction.

Owner , DarkSky Media

Jan 2006 – Jun 2014  Oakland, CA

Owner of a specialized studio serving a diverse clientele, ranging from start-ups to major corporations including NFL RedZone, Pac12, Dolby, Sony, Apple, among others.

Education

Llandrillo technical college, Associates Degree

Sep 1996 – Jun 1999 📍 Llandudno

GNVQ(Iv5) Associates Degree Equivalent

Companies worked for:

OnLive. Sony. Apple. Google. Google I/O. CBS. Tesla. Panasonic. The NFL Network. KMD Architects. Symantec. Motor Trend Magazine. Rearden. Pac-12. Adobe. Volvo. Intel. BMW. Genentech. Disney. Channel. Abbott. BD. Pfizer. GSK. Relegence. Splunk. AOL Labs. Spundae. Chevrolet. Smith & Nephew. Mastercard. GoArmy. Cisco. Salesforce. Cadillac. New Relic. Tesla. Bosch. Maxon. Falcon. Discovery Channel. One57. SunPower. Falcon. BGO. InGenius. The Madison Square Garden Company. Lucentis. IAB Mixx. Wheeler_Dealers. Connected TV. PlayStudios. Tubi TV. Swordfish. Creative Solider. Weird Pictures. The Other House. Cake Studios. Launchpad Toys.

Creative Technology SF. Steamshow. Odd Fellows. The Famous Group. The Troupe. Brightsource. Tap Tap Tap. AKQA. Dolby. Obscura Digital. Elastic Creative. First Person. Westernized Productions. MRM. Gun Shop. Frameworks LA. Strategic Design. Method House. Gordon Studios. Speck Design. Spiff.LA. Field Of Vision. Umeric. Russell Creative. Bonfire Labs. Museffect. Brit + Co. Shape Security. LaundryTV. Intrepid design. Evil Eye Pictures. Madmicrobe. WeLanded.

Some notable examples of my work include:

- Featured artist for AdobeMax's AR marketing campaign launch.
- AR work showcased at San Francisco's 'The Festival of the Impossible'.
- Concept designer behind the 106ft 'Video Wall' at Salesforce's 50 Fremont St.
- Created 130-screen installation for AT&T Dallas Cowboy stadium.
- Creative director for NFL's Red Zone opener.
- Designed a VR system for Google to visualize content on a virtual target device.
- Art director and lead designer for Salesforce's DreamForce conference show opener.
- Art director for OnLive's CES conference opening segment.
- Art direction and design lead for permanent digital installation at the SFPUC lobby.
- Architectural design and experiential work for upcoming Google I/O event.
- Created 3D Motion graphics for Dolby Atmos, displayed at theaters around the world.
- Motion graphics and all 3D content for Apple Genius bars; Multiple years in a row.
- Art directed for Steampunk game, 'Macheist'.
- Led a small team to a successful completion of a virtual production project for Intel.
- Led TubiTV's rebranding. Visuals and Sound design.
- Led dozens of AdAgency campaigns in the pharma industry.
- Led Splunk's rebranding campaign.
- Art directed for Pac 12's rebrand.
- Art directed Taio Cruz's 'Troublemaker' music video.

Audio Engineering and Audio Mastering

Beyond my visual expertise, I've cultivated skills in audio engineering and mastering over the past four years. This exploration into sound has deepened my understanding of industry practices and the practical application of music theory. By incorporating these audio services, I provide an all-encompassing solution that merges both the visual and auditory facets of a project. This integrated approach amplifies the impact and immersiveness of the final product. Currently, I'm actively seeking opportunities to further apply my expertise in sound design and audio mastering.