Sungman Pyun

Lighting Artist

Sungman Pyun
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Skills

• Over 15 years of extensive experience in Lighting and Compositing for Feature Animation and Commercials, leveraging industry-standard tools such as Maya, Houdini, and Nuke to create visually stunning and emotionally impactful scenes.

• Four years of specialized expertise in Game and Virtual Reality lighting using Unreal Engine 4, demonstrating adaptability across diverse digital media platforms and interactive environments.

• Proven track record in Lighting and Look Development for both photo realistic and stylized projects, employing advanced techniques including:

   • Global Illumination for natural light simulation

   • High Dynamic Range Imaging (HDRI) for enhanced visual fidelity

   • Physically Based Rendering (PBR) materials for accurate surface representation

Experience

Dreamworks Animation / Lighter
FEB 2021 - JULY 2024, LOS ANGELES, CA

• Executed lighting and compositing for feature animation shots, including unique one-off sequences, in alignment with established art direction.

Flight School Studio / 3D Generalist (Lighting)
APRIL 2017 - FEB 2021, DALLAS, TX

• Performed lighting and look development for both realistic and stylized projects, ensuring visual consistency and artistic integrity.

• Employed both pre-rendered and real-time rendering techniques to achieve optimal visual quality and performance.

• Collaborated closely with developers and the Art Director to optimize performance while maintaining high standards of visual quality.

• Executed shot lighting for feature animations and commercials at Reel FX Creative Studio and ATKPLN, our sister companies, delivering compelling visual narratives.

Reel FX Creative Studio / Look Dev Artist
MAY 2016 - MAR 2017, DALLAS, TX

• Developed shader networks for texture artists, enhancing the visual fidelity of characters and environments.

• Facilitated communication between the Lighting, Texturing, and Fur departments to provide comprehensive materials support for shots.

• Diagnosed and resolved issues related to shaders, lighting, and render settings to ensure optimal performance and visual quality.

Reel FX Creative Studio / Lighting Artist
OCT 2007 - DEC 2016, DALLAS, TX

• Executed lighting and compositing for feature animations and commercials, contributing to visually compelling narratives.

• Designed and implemented light rigs for characters and sets, optimizing illumination and enhancing overall visual quality.

• Diagnosed and resolved technical issues related to lighting and rendering, ensuring smooth production workflows and high-quality results.

Reel FX Creative Studio / Hair & Fur Artist
FEB 2008 - NOV 2012, DALLAS, TX

• Specialized in grooming and shading character fur and hair, alongside texturing and look development to achieve high-quality visual results.

• Collaborated with rigging, surfacing, and lighting departments to troubleshoot issues and ensure fur assets are optimized for downstream workflows.

• Mentored fellow artists in grooming and shading techniques, fostering skill development and knowledge sharing within the team.

Rhythm & Hues / Lighting Apprentice
JUN 2007 - JUL 2007, LOS ANGELES, CA

• I was Trained for proprietary software with the shots in Chronicles of Narnia.

Key Projects

Wild Robot / Feature Animation by Dreamworks Animation, 2024
Houdini, Sceneflow, MoonRay, Nuke

- Responsible for shot lighting and compositing.

Kung Fu Panda 4 / Feature Animation by Dreamworks Animation, 2024
Houdini, Sceneflow, MoonRay, Nuke

- Responsible for shot lighting and compositing.

Trolls Band Together / Feature Animation by Dreamworks Animation, 2023
Houdini, Sceneflow, MoonRay, Nuke

- Responsible for shot lighting and compositing.

Ruby Gillman: Teenage Kraken / Feature Animation by Dreamworks Animation, 2023
Houdini, Sceneflow, MoonRay, Nuke

- Responsible for shot lighting and compositing.

Puss in Boots 2 / Feature Animation by Dreamworks Animation, 2022
Houdini, Sceneflow, MoonRay, Nuke

- Responsible for shot lighting and compositing.

No Activity / Animation Series for TV by CBS Television Studios, 2021
Houdini, Octane, Nuke

- Responsible for shot lighting and compositing.

Rumble / Feature Animation by Paramount Animation, 2021
Maya, Arnold, Nuke

- Responsible for shot lighting and compositing.

Karate Combat / Virtual Environment for Sports show by CBS, 2020
Unreal Engine
- Responsible for lighting, rendering and adjusting materials.

War Remains / VR Walkthrough Experience, by Immersive, 2019
Unreal Engine
- Responsible for lighting the entire environment and adjusting materials.

Sherlock Gnomons / Feature Animation by Paramount Animation, 2018
Maya, Arnold, Nuke

- Responsible for shot lighting and compositing.

LYFT / Web Commercial by LYFT, 2017
Maya, Arnold, Nuke

- Responsible for shot lighting and compositing.

Chevy Cruze / Web Commercial by Chevy, 2016
Maya, Arnold, Nuke
- Responsible for shot lighting and compositing with a live background plate and an animated camera.

Book of Life / Feature Animation by 20th Century Fox, 2014
Houdini, Mantra, Nuke

- Responsible for shot lighting and compositing.

Free Birds / Feature Animation by Relative Media, 2013
Maya, PRman, Nuke

- Responsible for shot lighting and compositing.

Despicable Me: / Motion Ride by Universal Studio, 2012
Maya, Prman, Nuke

- Responsible for shot lighting and compositing.

Ice Age: A Mammoth Christmas / Short by 20th Century Fox, 2011
Maya, Arnold, Nuke

- Responsible for shot lighting, compositing. grooming and shading character's hair and fur.

Education

Savannah College of Art and Design / M.A.
2007, SAVANNAH, GA

Majored in Visual Effects

Rhode Island School of Design / B.F.A.
2003, PROVIDENCE, RI

Majored in Film, Animation and Video. Graduated with Honors.