

Sungman Pyun

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SUMMARY

Senior Lighting Artist with deep experience in both realistic and stylized 3D animation (feature & commercials) and Game/VR. Proven success in delivering high-caliber lighting and compositing across diverse projects. Adept at interpreting art direction and leveraging Nuke for complex lighting solutions.

PROFESSIONAL EXPERIENCE

Dreamworks Animation, Glendale, CA

Jan 2026 – Jun 2026

Lighter

- Lit/composited unique animation shots, following art direction in proprietary USD workflow.
- Creating light rigs and compositing complex key, one-off and fx shots based on the color keys.
- Closely working with TDs and FX artists to resolve issues with the upstream assets.
- Eliminated noise and artifacts from rendered images, achieving a polished and professional finish.
- Software: Houdini, Nuke, Moonray, SceneFlow, Jira.
- Feature Animation: Forgotten Island (2026).

Dreamworks Animation, Glendale, CA

Feb 2022 – July 2024

Lighter

- Lit/composited unique animation shots, following art direction in proprietary USD workflow.
- Creating light rigs and compositing complex key, one-off and fx shots based on the color keys.
- Closely working with TDs and FX artists to resolve issues with the upstream assets.
- Eliminated noise and artifacts from rendered images, achieving a polished and professional finish.
- Software: Houdini, Nuke, Moonray, SceneFlow, Jira.
- Feature Animation: Wild Robot (2024) - Oscar Nominee of Best Animated Feature in 2025, Kung Fu Panda 4 (2024), Trolls Band Together (2023), Ruby Gillman: Teenage Kraken (2023), Puss in Boots 2 (2022) - Oscar Nominee of Best Animated Feature in 2023.

Flight School Studio, Dallas, TX

Apr 2017 – Feb 2022

3D Generalist: Lighting

- Led lighting for the majority of studio projects, crafting realistic and stylized looks per art direction.
- Lit/composited pre-rendered and real-time scenes using Maya, Houdini, Unreal Engine, and Unity.
- Partnered with developers and Art Director to optimize visuals while maintaining quality standards.
- Created skybox and adjusted fog, lens flare, bloom, color in Post Process based on art direction.
- Lit/composited feature animation & commercial shots at Reel FX/ATKPLN, enhanced storytelling.
- Utilized downtime to enhance Substance Painter skills, applying texture painting techniques to 3D assets for War Remains and LYFT.
- Software: Houdini, Maya, Nuke, Unreal Engine 4, Arnold, Octane, Substance Painter, Perforce, Unity.
- Promo game station for AT&T fiber: Speed Caddie (2021).
- Animation for giant media wall at AT&T's Discovery District in Dallas, TX: GIFT (2021).

- Virtual Environment for sports show by CBS: Karate Combat (2020).
- Managed real-time ray-traced lighting for entire environments in Unreal Engine, refined materials, and rendered out images with the Sequencers for compositing in Nuke.
- VR Walkthrough Experience by Immersive: War Remains (2019).
- Managed both real-time and baked lighting for entire environments in Unreal Engine while optimizing materials.
- VR Game/ Journey: Chex Quest HD (2020), Manifest 99 (2017).
- Feature Animation: Rumble (2021), Sherlock Gnomons (2018).
- Web Commercials: LYFT (2017), Chevy Cruze (2016).

Reel FX Creative Studio, Dallas, TX

Oct 2007 – Mar 2017

Look Development Artist

May 2016 – Mar 2017

- Developed visuals - enhancing shaders and coordinated material support across art teams.
- Troubleshoot technical issues, optimizing visual quality and performance.

Hair & Fur Artist

Feb 2008 – Nov 2012

- Created character fur/hair visuals and optimized assets through cross-department collaboration.
- Mentored artists in grooming/shading with Maya and Shave & HairCut, enhancing team skills.

Lighting Artist

Oct 2007 – Dec 2016

- Lit and composited feature animations and commercials, enhancing visual narratives.
- Created light rigs for characters and sets, optimizing visual quality.
- Creating light rigs for complex key, one-off and fx shots with or without color keys, per art direction.
- Closely working with TDs and FX artists to resolve issues with the upstream assets.
- Resolved shader, lighting, and render issues to improve performance and visuals.
- Software: Houdini, Maya, Nuke, Arnold, Photoshop
- Feature Animation: Rock Dog (2016), Book of Life (2014), Free Birds (2013), Open Season 3 (2010).
- Motion Ride at Universal Studio: Despicable Me: Minion Mayhem Ride (2012).
- Short Animation: Ice Age: A Mammoth Christmas (2011).
- Commercials: Chevy Cruze, Cheetos, Kraft Cheese, The Teenage Mutant Ninja Turtles (NFL Super Bowl Spot), McDonald's commercial with characters from Animated feature, Madagascar
- VR Advertising: Victoria Secret, Shinola Factory 360 Tour.
- Music Video: Katy Perry "Firework", I'll Make You Bleed (VR).
- Backdrop projection for staged performance: Radio City Christmas Spectacular - Rockettes.
- VFX Film: The Spy Next Door (2010), Princess (2008).

Rhythm & Hues, Los Angeles, CA

Jun 2007 – Jul 2007

Lighting Apprentice

- I was trained for proprietary software with the shots in the VFX film, 'Chronicles of Narnia.'

SKILLS

Houdini, NUKE, Maya, Arnold, SceneFlow (USD workflow at Dreamworks), Unreal Engine, Unity, Photoshop, Substance Painter, After Effects, Mari, Shotgun, Perforce, Shave & Haircut, UV Layout, Prman, Linux, Shell

EDUCATION

Savannah College of Art and Design, Savannah, GA

2005 – 2007

Master of Art in Visual Effects

Rhode Island School of Design, Providence, RI

1999 – 2003

Bachelor of Fine Art with Honor in Film, Animation and Video