DIANA LEE | Lighting Artist

Lighting and compositing artist with a great eye for physically based lighting and strong understanding of art direction. Delivering both quality and speed.

San Francisco, CA | (415) 579-8019 | dahyunjlee@gmail.com | [LinkedIn](#) | [Demo Reel](#)

WORK EXPERIENCE

Nickelodeon Animation Studios | *Lighting and Compositing Artist*   *Present*
- Works closely with the Compositing Supervisor to achieve the look and lighting for assigned sets
- Create master lighting rigs, compositing templates, and documentation
- Attend scheduled lighting launches and reviews

Giantstep Studio | *Lead Lighting Artist*   *2022*
- Created a character lighting template for artists to match
- Led a group of 4 artists to light and render 21 shots in 3 weeks
- Documented required AOVs and render passes for compositing team, and how to create them
- Troubleshoot technical and artistic issues as they arise
- Communicate with supervisor and comp lead to make sure deadlines are met

ICON Creative Studio | *Junior Lighting and Compositing Artist*   *2021*
- Implemented lighting, rendering, and compositing on assigned sequences to achieve the visual target
- Managed large shot loads, presented revisions in dailies, and met deadlines in a timely manner
- Integrated 3D and 2D elements in compositing to create the final look
- Collaborated with other departments and supervisors to troubleshoot technical or artistic issues
- Created necessary shaders and AOVs for compositing as required

LEADERSHIP EXPERIENCE

Academy of Animated Art | *Host and Community Moderator*   *Present*
- Lead bi-weekly lighting critiques for the community, accelerating growth
- Help students troubleshoot artistic and technical problems

EDUCATION

Academy of Animated Art	*2020-2021*
Academy of Art University	**San Francisco, CA**	**MA of Animation and VFX**	*Grad: December 2021*
Columbia University	**New York, NY**	**BA of Computer Science**	*Grad: May 2018*

ACHIEVEMENTS

Finalist | Rookie of the Year - 3D Animation | Rookie Awards 2021
Winner | Feature Lighting | Academy of Art University Spring Show 2021

SKILLS

Skills: Lighting, Compositing, Shading, Texturing, Python Scripting, Linux
Software: Maya, Nuke, Arnold, Renderman, Substance Painter, Mudbox, Premiere Pro