

HAEUN KWON

LIGHTING / COMPOSITING ARTIST

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🌐 <https://www.haeun-kwon.com>

EXPERIENCE

▶ **WOMEN IN ANIMATION (WIA) MENTORSHIP PROGRAM MENTEE**

Improving Your Understanding Of Digital Lighting: Theory And Practice Lab / Apr 2024 - Aug 2024

Mentor: Christy Page

- Attending the WIA mentorship circle held by Christy Page, a current Lead VAD artist at ILM
- Learning in depth pipeline of Katana and Unreal Engine within studio settings and industry-level lighting techniques
- Practicing lighting skills with in-session exercises and critiques

▶ **PERSIMMON RED**

Collaborative 3D Short Film / Aug 2023 - May 2024

Lighting / Compositing Artist

- Lit 4 shots using Unreal Engine 5 and composited 8 shots using Nuke X
- Closely followed the color script and the directions given by the directors
- Used Perforce to optimize the lighting process among the lighting team

▶ **THE MENHEIM CLINIC**

Collaborative 3D Short film / Sep 2022 - Jun 2023

Lead Lighter / Compositor

- Led a team of 6 by providing weekly critiques and feedback for their shots
- Incorporated render layers and AOVs for compositing using Nuke and After Effects
- Composited 2D effects on top of 3D lit sequences using Nuke
- Established base lighting set-up for all of the interior environment and lit shots according to director's feedback
- Worked alongside the art director to produce lighting tests for style frames and look development

Technical Director

- Research for a smooth transition from Maya to Unreal Engine for lighting, rendering, and compositing.
- Responsible for set dressing in Unreal Engine

▶ **SCADPRO X FILM HEDGE LED VOLUME PRODUCTION**

SCADpro Sponsored Production for Unannounced Film Project / Mar 2023 - Jun 2023

Lead Lighter

- Set the base lighting for the Motel stage in Unreal Engine 5 and optimized the setup for the real-time LED volume production
- Incorporated feedback received from the directors and Unreal Engine technical production lead to fit their visions

▶ **FRESH MEAT**

Collaborative 3D Short film / Sep 2022 - Nov 2022

Lighting Artist

- Lit 8 shots using Arnold Lighting to fit the director's vision and color scripts
- Integrated Render Layers for compositing in After Effects

▶ **SCAD INTERNATIONAL ORIENTATION ASSISTANT**

On-Campus Student Employee / Sep 2022 - Jan 2023

- Worked with SCAD's International Student Services Office to assist with the orientation for new international students
- Trained to communicate appropriately with students from different cultures and those experiencing culture shock.

SOFTWARE

Autodesk Maya, Arnold, Nuke, Nuke X, Unreal Engine 5, Katana, Substance 3D Painter, Z Brush, Adobe CS, Autodesk Mudbox, Marvelous Designer, Microsoft Office Suite, Google Suite

PERSONAL SKILLS

3D Lighting and Compositing, 3D Texturing, 3D Modeling and Sculpting, Confident working on set, virtual, and hybrid

EDUCATION

Bachelor of Fine Arts | Animation | Savannah College of Art and Design (SCAD)
Atlanta, GA | 2020 - 2023 | GPA 3.96/4