# BRYANNA LONDON
## Lighting | Compositing

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## Professional Experience

### Lighting & Compositing Supervisor | DreamWorks Animation        Nov 2022 - Apr 2024

*Be@rbrick*

Establish the lighting style of the show
Worked with Partner Studio to communicate the overall lighting vision of the show
Prepare and coordinate the in-house Lighting direction and set-ups needed
Review and note episodic in-house and Partner Studio lighting

### Lighting & Compositing Artist| DreamWorks Animation        Mar 2022 - Oct 2022

*Puss in Boots: The Last Wish*

Responsible for completing and quality control of all lighting and compositing of shots
Maintain the overall look, color balance, and quality for assigned shots
Collaborated with the Director to meet their vision

### Lighting|Compositing|FX Supervisor| DreamWorks Animation        Oct 2019 – Mar 2022

*Madagascar: A Little Wild*

Establish the lighting and effects style of the show
Worked with Partner Studio to communicate the overall lighting vision of the show
Prepare and coordinate the in-house Lighting & Effects direction and set-ups needed
Review and note episodic in-house and Partner Studio lighting

### Lighting & Compositing Artist | DreamWorks Animation        June 2016 – Oct 2019

*Curses|Jurassic World: Camp Cretaceous | Fast and Furious: Spy Racers*
*Kung Fu Panda: The Paws of Destiny | Dinotrux Supercharged | Dinotrux*

Created production light rigs, Nuke gizmos, python tools, and documentation
Collaborated with Comp Supervisor and Art Director to achieve desired lighting style of the shows
Research and development of new software and workflows

### Look Development & Lighting Artist | Logan        Apr 2013 – June 2016

*Apple | G-Shock She Too | Mortdecai | Kia Canada| Nissan*
*Skylanders Superchargers | Xbox One Launch | Nike Lunar*
*Castrol Edge | Spiderman PS3 | Northrop Grumman*
*Miley Cyrus Bangerz Tour | Vizio*

Responsible for creating asset lighting, textures, and shading
Developed python tools to speed up lighting workflow
Performed in an individual and team environment to realize the clients' vision

## Technical Skills

**Maya | VRay | Nuke | Python | Houdini | Photoshop| Unreal | Shotgrid |Windows |Linux**