Soo Kyung Kim

Cinematic Lighting & Compositing Artist

Contact

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My Showreel

https://sookyungkim.me/

Profile

Cinematic Lighting & Visual Storytelling Artist with over 20 years of experience crafting emotionally resonant visuals for feature animation, VFX, and high-end cinematic storytelling. Proven ability to create cinematic lighting, look development, and compositing for award-winning productions including Frozen 2, Shrek 4, and Harry Potter 3. Highly collaborative and detail-oriented, with a growing curiosity about immersive storytelling and future-forward creative technologies. A globally-minded artist who has traveled to over 20 countries and lived in five, drawing inspiration from diverse cultures and perspectives. Passionate about developing original concepts and expressing them through visual design and writing, often exploring themes of human behavior and the richness of life experiences.

Experience

Paramount Animation Studio

Compositor – The Last Airbender (2025-2026)

Designed and executed 2D-to-3D compositing, transforming 2D artwork into immersive, dimensional shots through depth, camera integration, and layered environments.

Nickelodeon Animation

Senior Lighting Artist – Kamp Koral (2020–2024)

- Created key lighting rigs at the sequence level to feed downstream shots
- Lit and composited stylized 3D animation with consistency and efficiency
- Supported the lighting pipeline and visual continuity across the show

Walt Disney Animation Studios

Lighting Artist – Frozen 2 (2018–2019)

- Lit FX-heavy sequences with complex character interaction
- Worked closely with surfacing and compositing teams to maintain artistic consistency
- Contributed to shot finaling in high-pressure delivery schedules

DreamWorks Animation

Senior Lighting Artist – Shrek Forever After, Kung Fu Panda, Madagascar (2006–2013)

- Created and maintained lighting templates across multiple sequences
- Supported junior lighters and provided feedback to maintain visual cohesion

Visual Effects Projects Framestore, Method Studios, CoSA VFX

Lighting Artist – Harry Potter and the Prisoner of Azkaban (2004), Paddington (2014), Knights of the Roundtable: King Arthur (2015), The Walking Dead (2017), The Gifted (2017–2018), Night School (2018)

- Created and composited shots for major VFX sequences within a collaborative post-production environment
- Ensured high visual fidelity across fantasy, live-action, and episodic integration

🎓 Education

Bournemouth University, Dorset, UK

Master of Art in Computer Animation (Distinction)
Completed in 2001

HanSung University, S. Korea

Bachelor of Art in Fine Art
Cert. Completed 1989

London Institution, London , UK

Diploma in Digital Media Production
Completed in 2000

London Institution, London , UK

Digital Origination
Completed in 2000

London Institution, London , UK

2D in Digital Design Communication
Completed in 2000

Art & Design Education of Hong-Ik University

Oil Painting
Completed in 1996

Freelance Artist – Various Studios

Lighting & Compositing – Framestore, MPC, The Mill, Method Studios (2015), CoSA VFX (2017–2018)

• Worked on high-end visual effects for commercials, trailers, and episodic television
• Adapted quickly to varied pipelines and contributed to visually demanding projects across VFX studios

Other CGI Animation Projects

Lighting Artist – Hotel Transylvania 2 (Sony Imageworks, 2015), Final Fantasy XV: Kingsglaive (Image Engine, 2016), Despicable Me: Minion Mayhem (Duncan Studio, 2016), Hearthstone & World of Warcraft cinematics (Blizzard Entertainment, 2018), The Wild (CORE Feature Animation, 2005)

• Contributed lighting and look development for high-quality animated features and game cinematics
• Collaborated across departments to maintain visual continuity and style across a variety of CG styles and pipelines

Guest Speaker – Autodesk Arnold Launch Seminar (Korea, 2017)

• Delivered a technical presentation on lighting techniques using Arnold Renderer for film production
• Shared professional insights and workflows as part of Autodesk's official launch event in Korea

Software/ Skills

3D

- Maya
- Houdini
- LightWave3d
- SoftImage|XSI
- Katana

2D

- Nuke
- Photoshop
- Illustrator

Rendering/Shading

- Arnold
- Vray
- Renderman
- RedShift

Programming | Scripting Languages

- MEL
- Python

CREATIVE PROJECTS

Certified Meditation & Breathwork Facilitator (2020–Present)

- Earned certification in somatic breathwork and mindfulness-based practices to support personal and community well-being
- Integrate emotional regulation techniques into creative environments and group sessions
- Committed to fostering healthy, collaborative lifestyles through self-awareness and grounded presence

Art Instructor – Classical Painting & Drawing

- Teach traditional art techniques with a focus on composition, value, and form
- Guide students of all ages in developing foundational skills and personal expression
- Consistently observe rapid improvement in students through structured yet intuitive methods

Author

1 + 1 = ONE (2022)

- Wrote and published a book exploring personal growth, inner healing, and the creative journey
- Blended poetic storytelling with visual metaphor, reflecting emotional depth and artistic insight

Operating Systems

- Linux
- Mac OS
- Windows
- Shotgun

AI Tools

- Midjourney
- Runway gen 3
- CapCut
- Sora

Fine Artist – Digital & Traditional Media

- Create original artwork that explores nature, emotion, and human connection through both digital and physical mediums
- Work includes AI-assisted art (Midjourney), Photoshop painting, and hand-drawn mixed media
- Participated in multiple group and solo painting exhibitions showcasing abstract and figurative works that explores nature, emotion, and human connection through both digital and physical mediums
- Work includes AI-assisted art (Midjourney), Photoshop painting, and hand-drawn mixed media

YouTube Content Creator

Visual Storytelling & Breathwork (2023–Present)

Visual Storytelling & Educational Content Creation (2023–Present)
- Create original video content exploring breathwork, human physiology, neuroscience-informed practices, and philosophical inquiry
- Develop visually cohesive narratives that bridge science, inner experience, and storytelling
- Edit and produce content using CapCut with a focus on clarity, flow, and emotional resonance

Art Instructor – Classical Painting & Drawing

- Teach traditional art techniques with a focus on composition, value, and form
- Guide students of all ages in developing foundational skills and personal expression
- Consistently observe rapid improvement in students through structured yet intuitive methods