

Jisu Kim

Langley, British Columbia

+1) 672-377-2213

jisukimlgtcomp@gmail.com

www.linkedin.com/in/jisukimlgtcomp

[Jisu Kim Portfolio](#)

Lighting \ Compositing Artist

DEMO REEL: <https://vimeo.com/1178689250>

SOFTWARE

- **Arnold**
- **MAYA**
- **Nuke**
- Unreal Engine 5
- Katana

STUDIO SKILLS

- Understanding of lighting fundamentals
- Color theory & color science
- Mood & tone interpretation
- Storytelling through light
- Node-based compositing

SOFT SKILLS

- Cross-Department Communication
- Creative + Technical Problem Solving
- Feedback-Driven
- Strong attention to detail
- Adaptability Under Tight Deadlines

EXPERIENCE

Animation Studio Lighting / Compositing Peer Tutor

2025. 11 – Present

Emily Carr University of Art and Design, Vancouver, BC

- Technical Troubleshooting: Resolve 3D software workflow issues at the studio.
- Personal Mentorship: 1:1 mentorship for 3D major students, giving feedbacks to their projects.
- Studio Environment support: Connecting peers and taking care of the studio environment to create supportive and collaborative atmosphere.

STUDENT FILM EXPERIENCE

Rewired, Animated Film | EmilyCarr University of Art and Design

2025. 07 – Present

- Managed the Lighting & Compositing group by establishing lighting scenarios, assigning shots, and overseeing shot lighting and cross-department workflows.
- Worked closely with team members on key lighting and shot lighting, contributing to a cohesive visual look across shots.
- Used Software: Arnold, MAYA, Nuke

PRISM, Interactive 3D UE5 Game | China Academy of Art

2025. 02 – 2025. 06

- Lighting transitions between two distinct moods, storytelling with lights.
- Worked closely with Story/Level designer and Programmers.
- Used Software: Unreal Engine 5

Dream Away, Animated Film | EmilyCarr University of Art and Design

2024. 09 – 2025. 04

- Lead Lighting and Compositing, Designed overall mood and art style.
- Used Software: Arnold, MAYA, Nuke

Education

Emily Carr University of Art and Design | Vancouver, BC

2025. 11 – Present

Bachelor's degree in Media Arts, 3D and CG animation