

# Kayleen Acosta Cuizon

## CG Lighter & Compositor

### CONTACT

kayleen.acosta13@gmail.com 

www.kayleenacosta.com 

LinkedIn 

US Citizen   
Dominican Citizen

### EDUCATION

School of Visual Arts  
Fall 2016-Summer 2020

Bachelor's of Fine Arts in  
Computer Art, Computer  
Animation, & Visual Effects

### SKILLS

Lighting, Compositing,  
Look Development, Modeling  
OS-Linux, Windows, Mac

#### Softwares:

Autodesk Maya  
Houdini  
Nuke  
Zbrush  
Substance Painter  
After Effects  
Illustrator  
Photoshop  
Hyperion  
Dlight  
Arnold Render Engine  
Redshift Render Engine  
openPipeline

### LANGUAGES

English (fluent)  
Spanish (fluent)  
Japanese (Intermediate)  
Cebuano (Beginner)

### WORK EXPERIENCE

5 years of experience

#### Lighting & Compositing Artist

'DAVID' Feature film

#### Sunrise Animation Studios

Cape Town, South Africa

Jan 2025 - May 2025

Lighting in Houdini for one-off shots, same-as shots, and various sequences, ensuring seamless integration. Utilizing Arnold for high-quality rendering while minimizing compositing treatments to preserve the film's natural visual style.

#### Freelance Lighting & Compositing Artist

Nuke Pipeline Developer / Firebase Project Ad  
Sprucilla Short

#### HOPR Studio

New York, NY

Oct 2023 - Nov 2023

Nov 2024 - Dec 2024

Developed and optimized a Nuke workflow for seamless lighting and compositing between Maya and Nuke, using layers and passes. Created example scripts and user-friendly tools for quick implementation.

#### Lighting Artist

'WISH' Feature film

#### Walt Disney Animation Studios

Burbank, CA

May 2023 - Sept 2023

Handled lighting and compositing for key shots, one-offs, and various sequences. Adapted to a new pipeline and collaborated closely with FX to integrate effects. Managed marketing toolkits.

#### Lighting Artist

'STRANGE WORLD' Feature film

#### Walt Disney Animation Studios

Burbank, CA

May 2022 - Oct 2022

Handled lighting and compositing for key shots, one-offs, and same-as shots. Enhanced collaboration, adapted to new tools, and worked extensively on 3D lighting, 2D tracking, color grading, and roto.

#### Lighting Artist

'BAYMAX!' Disney + Content

#### Walt Disney Animation Studios

Burbank, CA

Jan 2022 - April 2022

Lighting and compositing on keys, same as shots and various sequences for Disney+.

#### Freelance CG Lighter/Generalist

Kroger Commercial Project

#### Hornet Animations

New York, NY

Oct 2021 - Nov 2021

Lighter/Generalist for Kroger commercial projects, handling lighting, shading, and compositing.

#### Lighting Trainee/Apprentice

'ENCANTO' Feature film

#### Walt Disney Animation Studios

Burbank, CA

Jan 2021 - Sept 2021

Focused on understanding the fundamentals to lighting and compositing within the world of Disney. Collaborated on assignments, understood shot uniformity and adapted to working in an "iteration intensive" shot pipeline on Encanto.

References available upon request