

Bryanna London

Lead Lighter | Composer | Artist Supervisor

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Experience

Lighting & Compositing Cinematics Artist

Rouge Studios – Feb 2025 - May 2025, July 2025 , Nov 2025 - July 2026

- Designed lighting setups for diverse characters and environments in Unreal Engine
- Configured post-processing effects and final color grading for cinematic polish
- Resolved artist and technical issues to maintain production flow

Lighting & Compositing Supervisor

DreamWorks Animation TV– Nov 2022 – April 2024

- Led lighting and compositing teams, defining the show's visual style with Art Director and Showrunners.
- Managed vendor studio communications and quality control of deliverables
- Created and maintained lighting/compositing setups and documented show-specific workflows.

Lighting & Compositing Artist

DreamWorks Feature Animation– Mar 2022 – Nov 2022

- Lit and composited shots ensuring style consistency and visual continuity
- Performed QC passes and implemented necessary shot fixes

Lighting | Compositing | FX Supervisor

DreamWorks Animation TV– Oct 2019 – Mar 2022

- Developed lighting and FX style guides in partnership with the Art Director
- Provided creative and technical feedback to artists at shot level
- Managed scheduling, task assignments, and deadlines for the lighting/comp team
- Represented lighting, comp, and FX departments in production meetings

Lighting & Compositing Artist

DreamWorks Animation TV– June 2016 – Oct 2019

- Built production lighting rigs, Nuke gizmos, and custom Python tools
- Partnered with supervisors to maintain consistent lighting across episodes
- Created Python scripts to optimize lighting pipeline and reduce manual tasks for artists

Look Development & Lighting Artist

Logan TV– Apr 2013 – June 2016

- Created asset and shot lighting, along with textures and shader development
- Built Python tools to streamline lighting workflows and increase efficiency
- Collaborated in both team-based and individual settings to deliver client visions

Technical Skills

**Maya | Vray | Nuke | Unreal | Perforce | Shotgrid | RV Review Suite | After Effects | Photoshop
Google Suite | Python | Houdini | Jira | Microsoft Suite | SyncSketch | DaVinci Resolve**