

# Dorien Gunnels

Lighting & Compositing Artist

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FILM CREDITS **Bad Guys** (*in production*)  
**Cat and Moth** (*in production; indie*)  
**Over The Moon**  
**Onward**  
**Spies In Disguise**  
**Incredibles 2**  
**Purl**  
**Coco**  
**Cars 3**  
**Storks**  
**Hotel Transylvania 2**  
**B.O.O** (*unreleased*)

**Home**  
**Penguins of Madagascar**  
**How To Train Your Dragon 2**  
**Mr. Peabody and Sherman**  
**Rise of the Guardians**  
**Madagascar 3: Europe's Most Wanted**  
**Puss in Boots** (*promotional*)  
**Dragons: Gift of the Night Fury**  
**Night of the Living Carrots**  
**Megamind: The Button of Doom**  
**Megamind**  
**The Collector**

INDUSTRY EXPERIENCE **DreamWorks Animation** August 2020 – Present  
*Senior Lighting TD*  
Using Nuke and Houdini to light, composite, and support other lighters for sequences in *Bad Guys*.

- Develop custom Nuke scripts for show use to support stylized aesthetic.

**Sony Pictures Imageworks** October 2019 – May 2020  
*Senior Lighting TD*

Used Katana, Arnold, and Nuke to light and composite shots for *Over the Moon*.

- For meteor shower, lit complex effects-heavy action sequence dominated by dynamic volumes.
- Deployed as fixer to polish and finalize shots during crunch.

**Pixar Animation Studios** May 2019 – October 2019  
*Senior Lighting TD*

Used Katana, Renderman, and Nuke to light and composite shots for *Onward*.

- Shot-lit the Manticore's Tavern, a detail-heavy crowded environment.
- Assisted with climactic battle sequence and other sequences as part of final crunch.

**Blue Sky Studios** June 2018 – April 2019  
*Senior Lighting TD*

Used Nuke and proprietary lighting software to light and conduct initial compositing for *Spies in Disguise*.

- Early crew helping Lighting Lead implement a new-to-company sequence-based approach to lighting a chase sequence.
- Collaborated closely with compositing artists to bring shots to final.

**Pixar Animation Studios**

September 2016 – May 2018

*Lighting TD*

Used Katana, Renderman, and Nuke to light and composite shots for *Cars 3*, *Coco* (2018 Best Animated Feature Film), *Purl*, and *Incredibles 2*.

- Collaborated with a FX artist and a show lead to implement ghost style in *Coco* graveyard sequence based on a test shot.
- Worked closely within a team of six people to fully light the short film *Purl* within 1.5 months, delivering roughly 12 shots per person per week.
- Under the direction of the Director of Photography and show leads, developed rigs to solo-light multiple sequences in *Incredibles 2*.

**Sony Pictures Imageworks**

April 2015 – July 2016

*Lighting Artist & Compositor*

Used Katana, Arnold, and Nuke to light and composite for sequences in *Storks* and *Hotel Transylvania 2*.

- Developed custom Nuke scripts for team and show use.
- Created cloud lighting rig for *Storks* utilized by multiple artists.

**DreamWorks Animation***Lead Lighting Artist & Compositor*

April 2014 – January 2015

*Lighting Artist & Compositor*

June 2010 – April 2014

Using Nuke and proprietary lighting and rendering software to light, composite, and support other lighters for sequences in *B.O.O.*, *Penguins of Madagascar*, and *Home*; and to light and composite sequences in *Megamind*, *Button of Doom*, *Night of the Living Carrots*, *Gift of the Night Fury*, *Puss in Boots*, *Madagascar 3*, *Rise of the Guardians*, *Mr. Peabody and Sherman*, and *How to Train Your Dragon 2*.

- Created initial key shot-lighting and set up associated lighting rigs.

KEY SOFTWARE	Katana Houdini Nuke	RenderMan Arnold Maya	Unreal Engine DaVinci Resolve Adobe CC	Proprietary software
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EDUCATION **Savannah College of Art and Design (Georgia)** March 2010  
*Bachelor of Arts in Visual Effects, Minor in Technical Direction*  
 Graduated with honors, Summa Cum Laude

**Anderson University (South Carolina)** January 2006  
*Double Major in Graphic Design and Painting and Drawing*  
 Transferred