

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
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

Marvel's Animation's Your Friendly Neighborhood
Spider-Man

Polygon Pictures

Tokyo, Japan

July 2025 - Dec 2025

Lit & comped keys and same-as shots for a stylised comic-book pipeline, maintaining strict look rules and shot continuity. Used Maya + in-house rendering tools and Nuke proprietary scripts to deliver finals under iterative feedback.

Lighting & Compositing Artist

'DAVID' Feature film

Sunrise Animation Studios

Cape Town, South Africa

Jan 2025 - May 2025

Lit one-off and same-as shots across multiple sequences in Houdini, ensuring seamless integration with the show's established look. Rendered with Arnold and kept compositing adjustments subtle 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

'BAYMAX!' Disney + Content
'STRANGE WORLD' Feature film

Walt Disney Animation Studios

Burbank, CA

Jan 2022 - Oct 2022

Delivered lighting and compositing for key shots, same-as shots, and various sequences, maintaining visual continuity.

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.