

Oleh Sydoryk

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Lighting & Compositing Artist with 9+ years of experience in CGI movie production. Expert in rendering, lighting pipelines, and look development with a track record of optimizing workflows, leading creative teams, and implementing new technologies.

Lighting, Rendering & Compositing Pipeline

- Designed and implemented studio-wide lighting, rendering, and compositing workflows at Attraktion! GmbH, supporting over 300 shots and multiple single-shot experiences. (2016–2024)
- Set up and managed on-premise and cloud-based render farms, improving rendering efficiency and troubleshooting rendering issues. (2016–2024)
- Researched and integrated Unreal Engine 5 into the rendering pipeline, including world building, master material development and lighting / rendering optimization. (2023–2024)
- Developed and maintained Redshift/Arnold-based rendering pipeline tailored for Houdini and Maya. (2016–2024)

Look Development & Shot Execution

- Led look development for a wide range of assets, ensuring artistic consistency and technical readiness across projects. (2014–2024)
- Lit and rendered over 300 production shots for large-scale media attractions; performed compositing tasks in Nuke for final delivery. (2016–2024)
- Contributed to look development and lighting for ~130 shots at Dave and Ava, supporting rapid production schedules. (2015–2016)

Team & Technical Leadership

- Managed a team of lighting artists, mentoring junior staff and defining best practices for visual quality and technical stability. (2020–2024)
- Created reusable environment setups and lighting templates to streamline production across teams. (2016–2024)
- Troubleshoot complex rendering and compositing issues, often collaborating with R&D to resolve deep technical challenges and create tools to support artists. (2016–2024)

Environment Creation & Procedural Workflows

- Built environments using Houdini procedural workflows and PCG tools to generate modular, scalable assets for use in Unreal. (2023–2024)
- Integrated custom environment tools into the real-time pipeline to support interactive experiences and immersive installations. (2023–2024)

Product Visualization & Automation

- End-to-end production, modeling, custom PBR texturing, studio lighting, and post-processing for marketing-ready imagery.
- Developed a fully procedural and automated pipeline for camera placement, naming conventions, and batch image processing to ensure total visual consistency across a wide range of products and collections

Skills

- Software: Maya, Houdini, Unreal Engine, Redshift, Nuke
- Core Areas: Lighting, Lookdev, Compositing, Environment Building, Pipeline Development
- Strengths: Workflow automation, Real-time rendering, Problem-solving, Team collaboration