

OLEH SYDORYK

Krakow, Poland

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

Lighting & Look Development

- **Lighting Workflow & Pipeline:** Designed and implemented studio-wide lighting pipelines at Attraktion! GmbH. Streamlined rendering and established unified lighting styles across extensive product collections and 300+ production shots. (2016–2024)
- **Look Development:** Led look development for a wide range of assets, ensuring artistic consistency and technical readiness across cinematic projects. (2014–2024)
- **Product Visualization:** Executed high-fidelity product visualizations for industrial equipment, jewelry, and furniture, establishing physically accurate PBR textures, custom studio lighting rigs, and transforming raw CAD data into production-ready geometry. (2024–2026)

Compositing

- **Master Templates & Automation:** Authored master Nuke templates that standardized the look and streamlined compositing workflows for multiple large-scale, single-shot media attractions. (2016–2024)
- **Multi-Pass Compositing:** Integrated complex multi-pass render elements, deep compositing workflows, and seamless 2D/3D integration for high-end cinematic delivery. (2016–2026)

Unreal Engine

- **Pipeline Integration & Tech Art:** Pioneered the integration of Unreal Engine 5 into the studio pipeline alongside the TD. Developed core project structures, master materials, stylized volumetric effects, and atmospheric cinematic lighting. (2023–2024)
- **Environment & FX:** Generated terrains in Houdini for Unreal Landscapes, utilized PCG (Procedural Content Generation) for asset scattering, and developed stylized scene transitions using Niagara FX. (2023–2024)
- **Performance Optimization:** Resolved complex engine bottlenecks, optimized real-time lighting/rendering configurations, and authored standardized rendering templates and documentation. (2023–2024)

Team Leadership

- **Lighting Team Management:** Led a team of junior and mid-level lighting artists, providing technical direction and creative mentorship. Defined the visual baseline for the department, authored pipeline documentation, and conducted daily sequence reviews. (2020–2024)

Skills

- **Software:** Nuke, Unreal Engine, Houdini, Maya, Substance, Redshift, Arnold
- **Core Areas:** Lighting, Compositing, Lookdev, Environment Building, Visual Direction
- **Programming & Scripting:** Python, VEX