

SHIYUAN GUO

SENIOR LIGHTING ARTIST

📍 Canada

✉️ shiyuanguo.cc@gmail.com

☎️ +1-647-470-7866

WEBSITE

[LINKEDIN](#)

[IMDB](#)

[PERSONAL WEB](#)

[VFX DEMO](#)

[UNREAL DEMO](#)

EDUCATION

SHERIDAN COLLEGE

CANADA

VFX and Computer Animation
Post-Graduate Certificate

UNIVERSITY OF THE ARTS LONDON

ENGLAND

Fine Art Digital
Master of Arts

CENTRAL ACADEMY OF FINE ART

CHINA

Digital Design
Bachelor of Fine Arts

SKILLS

Katana
Clarisse
Houdini
Unreal Engine
Maya
Nuke
Renderman
Mantra
Arnold
Vray
Redshift
Zbrush
SubsPainter
Adobe Creative Apps

WORK EXPERIENCE

CG Artist Freelancer | Self-employed

DEC 2023 - PRESENT

- Provided lighting, lookdev, and compositing services for feature film, episodic, commercial, and indie projects across multiple clients, including SPIN VFX.
- Provided artistic direction and training for young artists.

VFX Lighter | Curated VFX

APL 2025 - MAY 2025

- Worked on a high-end TV series using Houdini Solaris and Karma.
- Responsible for shot lighting, lookdev, and AOV setup within a USD-based pipeline.

Senior Lighting TD | DNEG

JAN 2022 - OCT 2023

- Developed and sustained cinematic-grade lighting setup in Clarisse for 3 feature films.
- Created lighting templates for multiple projects.
- Enhanced render configurations in Clarisse and Nuke, ensuring timely production completion.
- Overcame technical issues, improving rendering efficiency.
- Guided junior artists in enhancing team collaboration.

Lighting Artist | Spin VFX

JUN 2018 - DEC 2021

- Designed and produced shots for 8 feature films and 18 TV series, with consistent quality.
- Created and refined lighting techniques in Maya, Houdini, Katana, and Nuke for varied creative and technical needs.
- Worked closely with VFX supervisors and leads to translate creative direction into final shots.
- Addressed intricate lighting and rendering challenges to improve visual output.
- Developed comprehensive pipeline documentation.
- Provided mentorship focused on production standards and techniques.

Lighting Intern | Side FX

AUG 2017 - MAY 2018

- Designed shading, lighting, and rendering techniques for bubble simulation sequences within Houdini H16.5.
- Researched and compared rendering engines, including Redshift, Arnold, and Mantra, to evaluate performance and quality.
- Worked with developers to refine debugging techniques.