

Jonathan Pyun

ART DIRECTION & VISUAL DEVELOPMENT

835 Peterkin Place
Brea, CA 92821
562-360-4887
jonathanpyun@gmail.com
jonathanpyunportfolio.com

EXPERIENCE

Art Director: Motel Transylvania **Sony Pictures Animation, Culver City, CA**

October 2023 - August 2024

- Art Direction & Supervising all aspects of Design for the upcoming **Motel Transylvania** CG Series
- Led and developed the new visual direction that was enthusiastically received.
- Developed and presented the style and design to Senior Executive Leadership for Sony and Netflix, through many presentations, and weekly updates.
- Guided a large internal Art Team, internal CG Core Team, and Vendor Studio in all aspects of Asset Creation, Animation and Lighting Reviews.
- Worked hand in hand w/ Directors, Writers, Showrunners, CG Supervisors, Creative Execs to provide the best solutions and maintain the visual direction.

Visual Development: Unannounced Project **Dreamworks Animation, Glendale, CA**

August 2023 - September 2023

- Created a complete packet for Characters, Locations, Story Vignettes, and Marketing images as sole artist, for a Development Pitch Project on a fast deadline turn-around.

Art Director: Bad Guys TV Series **Dreamworks Animation, Glendale, CA**

2021 - July 2023

- Production Design, Art Direction, and Supervising all aspects of Design on the new Bad Guys TV Series, including Christmas and Halloween Specials.
- Balanced all aspects of design/story/credits/schedule to provide the most impressive design solutions.
- Developed and led the Vis Dev team in transitioning to a Maya Mockup design methodology that greatly facilitated the asset creation

AWARDS

2018 DAYTIME EMMY

NOMINEE:

DAYTIME Emmy for
Outstanding Main Title and
Graphic Design on **Dinotrux**
Supercharged

Nomination Shared with
Michael Mullen, Erik Kling,
Daniel Jensen

2016 ANNIE AWARDS

NOMINEE:

Outstanding Achievement in
Production Design in an
Animated TV/Broadcast
Production

Dawn of the Croods, Episode
"Garden of Eaten"

Nomination Shared with
Aaron Spurgeon, Baptiste
Lucas, Margaret Wuller, Ethan
Becker

EDUCATION

BA ARCHITECTURE
University of California Berkeley

LANGUAGES

English, Korean, French
(Conversational/Reading)

process with our Vendor Studio.

-Guided the Vendor Studio through all aspects of asset creation.

Art Director: Boss Baby TV Series
Dreamworks Animation, Glendale, CA

2017 - 2021

-Art Direction and Supervising all aspects of Design from Mid Season 1 to Final Season.

-Continuously guided the 3D and 2D pipelines with internal HUB and Vendor Studios to achieve the desired visual look.

Art Director: Dinotrux Series
Dreamworks Animation, Glendale, CA

2015 - 2017

-Art Direction and Supervising all aspects of Design

-Develop the "Supercharger" follow up series visual style and look

-Led a large off site Art Team, and worked with the Vendor Studio on the Asset Creation Side

BG Supervisor: Dawn of the Croods 2D Series
Dreamworks Animation, Glendale, CA

2014 - 2015

-Design Supervising of Color/Backgrounds/Layouts/Props for first 13 episodes

-Led an internal and off site team, guiding in all aspects of design

Visual Development Artist on the HUB
Dreamworks Animation, Glendale, CA

2013 - 2014

-Visual Development in Sets, Color, Props, 3D mockups for King Julien, Puss In Boots Series, Dinotrux, VeggieTales

***Additional Design Work: Duck Project, KFV, Fast Furious, Doug Unplugged, Unannounced Projects throughout my time at DWTV**

Visual Development: Development/Pilot Projects
Nickelodeon, Burbank, CA

2013

-Visual Development on "Evergreen Project"

-BG Design on Shimmer & Shine, Infinity Gang, Various Dev Projects

Designer: Kung Fu Panda Legends of Awesomeness
Nickelodeon, Burbank, CA

2010 - 2013

-3D Set Design, BG/Location/Prop Design, 2D Sequence Design

BG Design: Mighty B, Danny Phantom
Nickelodeon, Burbank, CA

2003 - 2010

-Production BG Layout/Design

Freelance 3D Designer
Brand New School, Santa Monica, CA

2002 - 2003

-Set/Character Modeling and Animation on various Motion Graphics
and Commercial Projects

Layout Artist: Treasure Planet
Walt Disney Feature Animation, Burbank, CA

2000 - 2002

-Traditional (Rough, Clean, Tonal) and CG Layouts for the Feature Film