

835 Peterkin Pl, Brea, CA 90670  
562-360-4887  
jonathanpyun@gmail.com

# Jonathan Pyun

---

## ART DIRECTOR / VISUAL DEVELOPMENT

### Experience

*2021 – 2023 (Present) Dreamworks Animation Television, Glendale CA*

**\*Bad Guys TV series: Art Director (Present)**

- Production Design, Art Direction, and Supervising all aspects of Design on the new Bad Guys Series
- Balance all aspects of design/story/credits/schedule to provide the most impressive design solutions
- Develop and guide the Vis Dev team in transitioning to a Maya/Mockups work methodology that has greatly facilitated the asset creation process with our vendor studio
- Guide the vendor studio in all aspects of design asset creation
- Mentor and lead the Vis Dev team (and trainee) in all aspects of design, style, and transitioning to new methodologies such as creating all design CG assets through Maya mockups.
- Develop and present style and design options to senior executive leadership at DW, development executives, as well as weekly reviews with ShowRunners

*2013 – 2021 Dreamworks Animation Television, Glendale CA*

**\*Boss Baby TV series: Art Director**

- Art Directing and Supervising all aspects of Design from mid season 1 to final season 3
- Work with various vendor studios to make sure all designs meet stylistic and production standards
- Guide and Mentor the Vis Dev Team in all areas of design

**\*Dinotrux: Art Director/Design Supervisor (2015 - 2017)**

- Art Directing, and Supervising all aspects of Design
- Lead an off site Vis Dev Team, guiding and communicating all aspects of design
- Work with vendor studios in all aspects of asset creation and final render reviews.

**\*Croods TV: BG Design Supervisor (2014 - 2015)**

- Design Supervising of Color/Backgrounds/Layout/Props for first 13 episodes
- Lead an off site Vis Dev Team guiding all aspects of design

**\*HUB: Visual Development Artist (2013 - 2014)**

Visual Development in Sets, Color, Props for King Julien, Puss In Boots series, and Dinotrux

**\*Additional Design work: Duck Project, KFV, Fast Furious, Doug Unplugged, Wrestling Robots Project**

2003 – 2013 Nickelodeon Animation Studios Burbank, CA

**\*Design on Kung Fu Panda TV Series (2010-2013)**

3D Set Design,, BG/Location Design, Prop Design, 2D Sequences

**\*Visual Development on Evergreen Project (2013)**

Pre-Production, VisDev, Style exploration

**\*BG Layout Design on various Development/Pilots (2013)**

BG Layout Design Shimmer & Shine, Infinity Gang, other dev projects

**\*Background Design for The Mighty B! Series (2007-2010)**

Production Layout/BG Design

**\*BG for Danny Phantom Series (2003-2007)**

Production Layout/BG Design

**\*BG & Prop Design on various Nick TV Series**

Penguins Series, Shorts, etc...

2002 – 2003 Brand New School Santa Monica, CA

**\*Freelance 3D Animator/Artist**

Freelance 3D Artist (set/character modeling, animation) on various motion graphics & commercial projects

2000 – 2002 Walt Disney Feature Animation Burbank, CA

**\*Layout Artist for Disney's TREASURE PLANET**

-Traditional and CG Layouts for the Feature Film.

-Sequence Lighting, Tonals, Rough and Final Layouts for a variety of environments.