# KEITH CHEUK

## **Lighting Lead**

### **Keith Ka Hing Cheuk**

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Reel: https://keithc.me/#reel

#### **Professional Summary**

#### **Managerial Experience**

Seasoned department lead with years of leadership experience, managing teams of up to 10 artists. Responsible for project setup and planning across multiple productions. Led daily stand-ups, optimised workflows, conducted performance reviews, and played a key role in recruitment and team development.

#### **Technical Expertise**

Always at the forefront of emerging technologies in VFX. Played a key role on the pioneering team at Industrial Light & Magic developing machine learning—based face replacement that was pivotal to the iconic face replacement work on Indiana Jones and the Dial of Destiny and The Mandalorian. Served as Deepface Technical Director on ABBA Voyage, where his contributions were critical to the project's success. Throughout his career, has played an active role in pipeline and tool development to improve production efficiency.

#### **Visual Craftsmanship**

Credited on over 26 blockbuster films including Venom, Bohemian Rhapsody, and Avengers: Endgame. Brings a deep passion for storytelling through photorealistic imagery, blending creative vision with technical precision to deliver high-impact visual experiences.

### **Work Experience**

#### **Luma Pictures** / Lighting Lead

2023 - PRESENT, MELBOURNE

**Lighting Lead.** Manages and supervises the lighting department. Oversees timely deliveries, solves technical challenges, and brings the show's creative vision to life through lighting.

Served as part of the studio management team, with a strong influence on company culture, team development, and departmental performance.

**DNEG** / Lead Lighting TD 2022 - 2023, LONDON

**Lead Lighting TD** on The Flash (2023). Manages a team of artists across multiple sites and lighting setup for several sequences.

#### Industrial Light and Magic / Lighting / Deepfake TD

2021 - 2022, SINGAPORE

**Lighting TD** on Red Notice (2021), The Book of Boba Fett (TV series).

**Deepface TD** on ABBA Voyage. Pioneered deepfake workflow, developed tools for multi-shot workflow and versioning management. Worked very closely with VFX and CG supes to deliver high quality deepface elements for the entire concert

**DNEG** / Lead Lighting TD 2016 - 2021, LONDON

**Lead Lighting TD** on Venom: Let there be carnage (2021), Horizon Line (2020).

Responsible for sequence setup and look development on multiple shows. Between projects, supported the pipeline department as a **Render TD**, troubleshooting and optimizing scenes, testing and providing feedback on pipeline tools, and contributing to the strategic direction of future rendering technologies.

Actively involved in the testing and evaluation of Clarisse in collaboration with the Isotropix team.

Additionally, contributed to on-set VR production as part of a dedicated R&D team. Designed and implemented lighting blueprints in Unreal Engine, enabling synchronization of light rigs between Unreal and the VFX pipeline, helping lay the foundation for real-time lighting workflows.

### **Filmography**

Lilo & Stitch (2025)

Love, Death Robot (2025)

Ironheart (2025)

Godzilla x Kong (2024)

Halo (2024)

Rebel Moon Part One and Two (2024)

Spy Kids: Armageddon (2023)

The Equalizer 3 (2023)

Secret Invasion (2023)

The Flash (2023)

ABBA Voyang (2022)

The Book of Boba Fett (2022)

Red Notice (2021)

Venom: Let There Be Carnage (2021)

F9 (2021)

Seechers (2020) (Best Visual Effects in a Short Film)

Horizon Line (2020)

Fast & Furious Presents: Hobbs & Shaw (2019)

Men in Black: International (2019)

Avengers: Endgame (2018) Bohemian Rhapsody (2018)

Venom (2018)

Avengers: Infinity War (2018) Pacific Rim: Uprising (2018)

... more on IMDB https://www.imdb.com/name/nm6137404

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#### **Software experience**

#### **DCC Tools**

Katana, Houdini Solaris, Nuke, Maya, Cinema 4D

#### **Render Engine**

Arnold, Karma, Redshift, Clarisse, Vray, Mantra, PRMan, WebGL

#### **Programming / Scripting Language**

Python, MEL script, Javascript, React

#### Misc

Unreal Engine 4, Reality Capture, Photoshop, Lightroom, After effects, Premiere Pro, Davinci Resolve

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#### **Awards and Achievements**

#### Best Visual Effects in a Short Film / Seechers (2020)

Awarded by Focus International Film Festival

**Valedictorian** / Animation Diploma (Specialise in Visual Effects)

**Certificates** / Completion of Harvard CS50 programme