BALAZS KISS

CG SUPERVISOR · LIGHTING SUPERVISOR · LEAD / SENIOR LIGHTING TECHNICAL DIRECTOR

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ArtStation bkiss Based Ballaigues, Switzerland

SUMMARY

Highly accomplished Lead / Senior Lighting Technical Director and CG Supervisor with 20+ years of experience in high-end VFX and AAA game development. Proven track record in leading teams, developing complex lighting pipelines and delivering shots on Oscar-winning and nominated feature films, including Avatar: Fire and Ash, Planet of the Apes and The Hobbit series. Core expertise in Katana, Maya and Unreal Engine.

PROFESSIONAL EXPERIENCE

Weta FX May 2026 – Sept 2026
Senior Lighting Technical Director · remote
- Senior Lighting TD on Tom Hanks' Greyhound 2.
- Water-heavy shots, environments and explosions.

Weta FX June 2024 – Nov 2025
Senior Lighting Technical Director · remote
- Spearheaded lighting for key sequences on Avatar: Fire and Ash, ensuring creative and technical continuity.
- Optimised large-scale environment and character lighting setups in the Manuka and Katana pipeline.

ReDefine / DNEG Sept 2022 – May 2023
Computer Graphics Supervisor · remote
- Oversaw parts of the CG production for Borderlands and the Ripley TV series.
- Managed communication between lighting, modelling and texturing teams for asset integration and quality control.
- Multi-location shot briefings across India, Spain, London and Canada.
- Render resource management, render priorities and quality approvals.

Weta Digital Aug 2020 – Dec 2020
Senior Lighting Technical Director · remote
- Senior Lighting TD on The Suicide Squad.

A44 Games May 2020 – Aug 2020
Lead Lighting Artist · Flintlock (AAA) · remote
- Lead Lighting Artist on Flintlock: The Siege of Dawn.
- HDRI asset verification pipeline, LUT, title menu lighting, desert sequence lighting and light source design.

Weta Digital July 2008 – Dec 2017
Lead & Senior Lighting Technical Director · on site
- Lead Lighting TD on multiple Academy Award-nominated features including Avatar (2009), with lead roles on The Hobbit and Planet of the Apes films.

The Moving Picture Company Feb 2008 – Apr 2008
Senior Lighting Technical Director

TOOLS & TECHNOLOGIES

RENDER / LIGHTING
Clarisse, Katana, PrMan, Manuka

DCC / 3D
Maya, 3ds Max

GAME ENGINE
Unreal Engine

COMP / POST
Nuke, DaVinci Resolve

PIPELINE
Perforce, ShotGrid

AI ENGINES
ComfyUI, NanoBanana, KlingAI

NATIONALITY

Hungarian, New Zealander

WORK AUTHORISATION

All EU countries, Switzerland, UK, Australia and New Zealand. Remote options preferred.

GAMEOGRAPHY

Flintlock: The Siege of Dawn A44 / Kepler Interactive	Published
Bloody Waters Pineapple Interactive	Unpublished
Cyberball Midas Interactive	Published
Hydrojet Stormex Development	Unpublished

PERSONAL AWARDS

Animago Award – Animals, 1st Place (2003)

3Dluvr.com Of Ship and Sea – 1st Prize (2001)

3D Festival 2000 Denmark – Digital Hero Award

CGTalk Choice Award (2003, 2004)

3Dluvr.com Iron Horse – 2nd Place (2001)

Pixxelpoint 2000 Slovenia – Finalist

FILMOGRAPHY

Avatar: Fire and Ash	Weta FX · Senior Lighting TD
Borderlands	ReDefine/DNEG · CG Supervisor
Ripley	ReDefine/DNEG · CG Supervisor
The Suicide Squad	Weta Digital · Senior Lighting TD
Rampage	Weta Digital · Lead Lighting TD
War for the Planet of the Apes	Weta Digital · Lead Lighting TD
Independence Day: Resurgence	Weta Digital · Senior Lighting TD
The BFG	Weta Digital · Senior Lighting TD
The Jungle Book	Weta Digital · Lead Lighting TD
The Hobbit: The Battle of the Five Armies	Weta Digital · Lead Lighting TD
Dawn of the Planet of the Apes	Weta Digital · Senior Lighting TD
The Hobbit: The Desolation of Smaug	Weta Digital · Lead Lighting TD
The Wolverine	Weta Digital · Senior Lighting TD
Iron Man 3	Weta Digital · Lead Lighting TD
Man of Steel	Weta Digital · Senior Lighting TD
The Hobbit: An Unexpected Journey	Weta Digital · Lead TD
Prometheus	Weta Digital · Senior Lighting TD
The Adventures of Tintin	Weta Digital · Senior Lighting TD
Avatar	Weta Digital · Lead Lighting TD
The Day the Earth Stood Still	Weta Digital · Senior Lighting TD
Narnia: Prince Caspian	MPC · Lead Lighting TD
10,000 BC	MPC · Lead TD
Superman Returns	Framestore · Lighting TD
King Kong	Weta Digital · Lighting TD
Harry Potter and the Goblet of Fire	MPC · Lighting TD
Kingdom of Heaven	MPC · Lighting TD & Texture Artist
Charlie and the Chocolate Factory	MPC · Texture Artist
Alien vs. Predator	MPC · Texture Artist & Lighting TD
Harry Potter and the Prisoner of Azkaban	MPC · Texture Artist & Lighting TD

EARLIER EXPERIENCE

The Moving Picture Company — July 2006 – Sept 2007
Sequence Lead Lighting Technical Director

Framestore CFC — Jan 2006 – June 2006
Lighting Technical Director

Weta Digital — Sept 2005 – Dec 2005
Lighting Technical Director

The Moving Picture Company — June 2003 – Aug 2005
Lighting TD, Digital Texture Artist

Pineapple Interactive — June 2002 – May 2003
3D Artist, game development

ACADEMY AWARD CREDITS

Contributed to these Best Visual Effects winners and nominees. The Academy honours each film's supervising team.

Avatar: Fire and Ash (2025)	WINNER
Avatar (2009)	WINNER
The Jungle Book (2016)	WINNER
King Kong (2005)	WINNER
War for the Planet of the Apes (2017)	NOMINEE
Dawn of the Planet of the Apes (2014)	NOMINEE
The Hobbit: The Desolation of Smaug (2013)	NOMINEE
The Hobbit: An Unexpected Journey (2012)	NOMINEE
Prometheus (2012)	NOMINEE
Superman Returns (2006)	NOMINEE
Harry Potter and the Prisoner of Azkaban (2004)	NOMINEE

SELECTED PUBLICATIONS

Maya 4.5 Visual QuickStart Guide

EXPOSÉ 1 digital art book (2003)

3ds Max 5 Bible (2002)

Digital Fantasy Painting (2002)

3D Studio Max 3.0 Bible (Hungarian ed.)

SELECTED INTERVIEWS

Origo – Avatar and VFX industry (2012)

RTL Breakfast Show – Avatar (2010)

Petőfi Radio (2006)

Fix TV – King Kong (2005)

Chip Magazine – Kingdom of Heaven (2005)

PC Games – Alien vs. Predator (2004)

Graphic-Tutorial.com, 3D Nspiration