



Pixomondo Employment Reference: Adam Kulesza

Adam Kulesza, born on 6. August 1980 was employed in our Company as a Lighting Artist from 2. October 2017 until 15. May 2025. The following letter will serve to reference his position.

PIXOMONDO is an Oscar, BAFTA, and Emmy Award-winning, globally operating creative design and visual effects company. We create stunning visuals and virtual production services for feature films, television series, commercials, and live events.

Adam Kulesza started as a Junior CG Generalist/Environment Artist on 2. October 2017 at Pixomondo. From 1. October 2018 to 31. December 2020, he served as a 3D Generalist, during which he made significant contributions to a wide range of projects. On 1. January 2021 Adam Kulesza got promoted to Senior CG Artists and on 1. September 2021, Adam was promoted to the position of Senior CG/Mid Lighting Artist, reflecting his growing expertise and interest in lighting and look-development. On 1. February 2022 he officially transitioned into the Lighting Department as a Mid. Level Lighting Artist.

In his positions within the 3D and Lighting departments, Mr. Kulesza:

- Demonstrated professional competence in Maya, 3DS Max, Houdini/Solaris, Arnold, V-ray, Nuke, Shotgrid and additional industry-standard tools relevant to high-level CG and lighting workflows.
- Created and refined lighting for complex scenes, ensuring artistic and technical excellence while meeting the creative vision of supervisors and directors.
- Led the look-development of assets and environments, collaborating closely with shading, texturing, and compositing teams to achieve high-quality results.
- Developed and optimized shaders and materials to enhance realism and artistic impact, utilizing advanced techniques in Maya and Arnold.

- Provided mentorship and guidance to junior artists, offering technical support and constructive feedback to elevate the team's overall skill level.
- Communicated proactively with supervisors, leads, and other departments, ensuring seamless integration of lighting and rendering into the production pipeline.
- Showed an advanced understanding of rendering methods, including render setup, optimization, troubleshooting, and performance tuning for large-scale scenes.
- Managed time effectively, balancing multiple tasks and deadlines while maintaining high-quality output and artistic consistency.
- Oversaw shot continuity across sequences, ensuring lighting, shading, and rendering remained consistent while troubleshooting potential discrepancies.
- Actively contributed to pipeline development and workflow improvements.

Some of the main projects on which Mr. Kulesza worked:

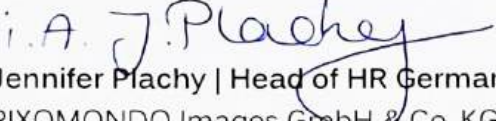
- "House of the Dragon" S01, S02 [TV Series 2022, 2024]
- "3 Body Problem" S01 [TV Series 2024]
- "Damsel" [Feature 2024]
- "Creation of the Gods I: Kingdom of Storms" [Feature 2023]
- "The Color Purple" [Feature 2023]
- "Ant Man and the Wasp: Quantumania" [Feature 2023]
- "The Magic Flute" [Feature 2022]
- "Without Remorse" [Feature 2021]
- "Raised by Wolves" S01 [TV Series 2020]
- "Midway" [Feature 2019]
- "The Mandalorian" S01 [TV Series 2019]
- "The Girl in the Spiders Web" [Feature 2018]

Mr. Kulesza was a fantastic presence on the team, bringing a positive attitude, professional curiosity, and a genuinely happy nature to the workplace. His enthusiasm for learning and improving his skills was evident in his work, and he approaches challenges with a proactive and solution-oriented mindset. He was undertaking further study in cinematography, which will deepen his understanding of VFX and enhance his professional skills. Additionally, as a member of the Visual Effects Society (VES), he stayed engaged in industry development and continued to grow as a VFX artist.

Due to operational requirements, the company has had to part ways with Mr. Kulesza. This decision was not a reflection of his performance. We thank Mr. Kulesza for his consistent and dedicated contributions and wish him all the best in his continued career in the VFX industry.

Please do not hesitate to contact us if further information is required.

Stuttgart, 15. May 2025


Jennifer Plachy | Head of HR Germany
PIXOMONDO Images GmbH & Co. KG