

Daniel Guindi
Lighting and Compositing
danielguindi@me.com

Maya - Nuke - Arnold - V-Ray - Redshift - Blender - Photoshop - Illustrator - After Effects

Experience

- Maere Studios

(2024 - present) - Compositing Supervisor

Help establish final look and compositing shots for **Disney's An Almost Christmas Story**, as well as Layout support

- Walt Disney Animation Studios

(2022 & 2023) - Stereo Final Color Artist

Final shot stereo compositing and output on the film **Strange World** and **Wish**

- Nickelodeon Animation

(2022 - 2023) - Lighting and Compositing Artist

Lighting and Compositing characters and sets; shot compositing/ finaling

- Dreamworks Animation TV

(2020 - 2022) - Lighting and Compositing Supervisor

Establish look of show, establish show compositing workflow and support tools. Provide lighting and compositing direction for all shots, review all shots and assets for the show.

(2019 - 2020) - Lead Lighting and Compositing Artist

Asset lighting, nuke tool creation, managing lighting and compositing team. Worked closely with the Compositing Supervisor to support the look of the show

(2016 - 2019) - Lighting and Compositing Artist

Lighting and Compositing characters and sets. Review of assets completed at partner studio. Point artist for all lighting requests, questions, and direction

- Reel FX Animation

(2013 - 2016) - Lighting and Compositing Artist

Lighting and compositing shots throughout the film, including characters, sets, and FX

Project Highlights

An Almost Christmas Story

(Short Film | 2024) Compositing Supervisor

Wish

(Film | 2023) - Stereo Final Color Artist

Strange World

(Film | 2022) - Stereo Final Color Artist

Kung Fu Panda: The Dragon Knight

(TV | 2022) - Lighting & Compositing Supervisor

The Book of Life

(Film | 2014) - Lighting and Compositing Artist

Rock Dog

(Film | 2016) - Lighting and Compositing Artist