

**Daniel Guindi**  
**Lighting | Compositing | Layout**  
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Maya - Nuke - Blender - iClone - Arnold - VRay - Redshift - Photoshop - Illustrator - Premiere

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**Experience**

**- Maere Studios**

**(2024 - 2025) - Compositing Supervisor / Layout Artist**

Help establish final look and compositing shots for Disney's **An Almost Christmas Story**; additional work as layout artist

**- 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

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**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