



CV

Daniel Schmucker

LIGHTING & COMPOSITING ARTIST

London

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EXPERIENCE

SENIOR LIGHTING & COMPOSITING ARTIST

02/2023 - 02/2024

Blue Zoo Animation Studio, London, UK

Working as a senior artist on a new Nickelodeon show. Delivering a large volume of high quality production shots including a variety of lighting moods and atmospheres. Responsible for lighting master/key shots for several episodes based on the directors' briefs and colour keys.

WORKFLOW TD

10/2021 - 10/2022

Image Engine, Vancouver B.C., Canada

Workflow TD for Image Engine's 2D departments (Compositing, DMP, Roto & Paint). I maintained and developed production workflows, created Nuke artist tools and automations built upon Gaffer. To improve workflow efficiency I developed parts of Image Engine's production pipeline and Nuke specific toolsets, as well as supporting artists and supervisors to find technical solutions and workflow improvements. Projects: Mandalorian (S3), Obi-Wan Kenobi, Willow, Fantastic Beasts 3, Foundation (S2), Lift

LIGHTING & COMPOSITING ARTIST

08/2020 - 10/2021

Blue Zoo Animation Studio, London, UK

Lighting and compositing for high quality animated TV series Pip and Posy (Magic Light Pictures). Worked on one of Blue Zoo's internal short projects Sinking Feeling for charity PAPYRUS UK.

COMPOSITING ARTIST

03/2014 - 08/2017

Mackevision Stuttgart, Germany

Primarily worked as a compositing artist on commercial projects. In my last year I trained new artists and tested the pipeline and tools at their newly opened Beijing studio and supervised several compositing projects in Stuttgart and Beijing.

PIPELINE DEVELOPER

02/2015 - 08/2015
07/2018 - 08/2018

For my bachelor thesis in 2015 I developed QA pipeline tools and workflows for Mackevision. In 2018 I joined Mackevision's pipeline team to work on their automotive visualization pipeline (3ds Max), their Nuke compositing pipeline and built several Ftrack-tools.

EDUCATION

DIPLOMA

TECHNICAL DIRECTOR
09/2017 - 07/2020

Filmakademie Baden-Wuerttemberg, Germany

Postgraduate study program "Animation / Technical Directing"
Projects: Leading Light, Evangeline, Kinky Kitchen, Ratatoskr, Unity Cryptomatte (research)

BACHELOR (ENGINEERING)

AUDIOVISUAL MEDIA
09/2011 - 08/2015

Stuttgart Media University, Germany

Major field of study: Computer Animation and Visual Effects
Award for "Best Graduate - Audiovisual Media", summer semester 2015

APPL. COMPUTER GRAPHICS

08/2013 - 12/2013

California State University Chico, USA

Semester abroad, Fulbright Travel Grant and PROMOS scholarship

SKILLS

Programming
Python, C#

Primary Software

Maya, Nuke, Katana, Unity,
Arnold, Redshift

Secondary Software

Premiere Pro, Photoshop, Houdini,
Ftrack, Shotgun

INTERESTS

Photography

Cycling

Coffee

Archery

Strategy Games

LANGUAGES

English
Professional Working Proficiency

German
Native Proficiency

French
Elementary Proficiency