

# DANIEL MALIG

Lighting TD / Compositor

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## PROFESSIONAL EXPERIENCE

### Dr. D Studios

#### Lighting TD

September 2011 - November 2011  
Sydney, Australia

Played a role as a sequence key-lighter creating light rigs for pure cg and liveaction shots. Worked closely with the Art Director to achieve desired looks for one-off shots. Composited final sequences in both stereo and mono formats.

*Happy Feet 2 (2011)*

Toolkit: Houdini, 3Delight, Nuke

### Prime Focus

#### Stereoscopic Compositor

August 2010 - August 2011  
Los Angeles, CA

Stereo Conversion using Prime focus' proprietary View-D process. VFX Compositing, Z-Depth Creation, Digital Painting, Tracking, and Rotoscoping were all used in conjunction with Prime Focus' proprietary software to achieve the final stereo effect.

*Immortals (2011), Green Lantern (2011), Harry Potter and the Deathly Hallows: Part 2 (2011), Chronicles of Narnia: The Voyage of the Dawn Trader (2011), Star Wars Episode 1: The Phantom Menace (2012)*

Toolkit: Eyeon Fusion, Nuke

### Prime Focus

#### Stereoscopic Lead / Trainer

March 2011 - May 2011  
Mumbai, India

Responsible for training over 200 artists the Stereoscopic process and transitioned them into production for films. Created and documented techniques for the global compositing pipeline. Supervised teams through production providing technical support.

*Green Lantern (2011), Harry Potter and the Deathly Hallows: Part 2 (2011)*

Toolkit: Eyeon Fusion, Nuke

### Syndrome Studios

#### 3D Generalist

July 2010 - August 2010  
Los Angeles, CA

Provided 3D Generalist services for various commercial projects. Primarily responsible for photo-real Look Dev and Lighting digital environments and assets. Secondary tasks include modeling and camera animation.

*Mitsubishi "3D TV", DirecTV "The 101 Network", Disney "Video Game Sneak Peak"*

Toolkit: Maya, Mental Ray

### RTT USA

#### Lighting TD / Lead Compositor

February 2008 - March 2010  
Pasadena, CA

Responsible for photo-real Look Dev, Lighting, and Compositing tasks for automobile and environment assets to be used in commercials, print, and web ads. Developed the compositing pipeline between LA and Detroit offices to ensure continuity between projects.

*Clients: Audi, Lexus, Infiniti, Harley Davidson, Jeep, GM, Subaru, Saab, Toyota, Nascar, HP, Syd Mead Inc., Under Armour.*

Toolkit: Maya, Mental Ray, Nuke, After Effects, ZBrush, Photoshop

### Pictures From Mars

#### VFX Supervisor / Lighting TD / Compositor

November 2007 - January 2008  
Los Angeles, CA

Worked on-set with the Director on filming shots that required VFX treatment. Other tasks included Look Dev, Lighting and Compositing for asset integration on a short film.

*"Midnite Matinee" (2008)*

Toolkit: Maya, Boujou, Mental Ray, Shake, Photoshop

### Brigada Eyewear

#### Digital Artist

November 2006 - January 2008  
Los Angeles, CA

Provided a variety of tasks such as Product, Logo, and Packaging Design for Brigada Eyewear Sunglasses. Worked in conjunction with Lead Creatives to create product sheets for manufacturing.

Toolkit: Maya, Mental Ray, Photoshop, Illustrator

## TOOLS

Autodesk Maya -  
Side Effects Houdini -  
3delight -  
Mental Ray -

- Foundry Nuke  
- Eyeon Fusion  
- Apple Shake  
- Adobe After Effects  
- Adobe Photoshop

## EDUCATION

### Gnomon School of Visual Effects

April 2006 - January 2008  
Hollywood, CA

Two Year Highend CG Certificate Program