

DANIEL MERMELSTEIN

Digital Composer

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Summary:

Experienced in visual effects for film, tv, commercials and video game cinematics, my interest have always been at where technology and art converge. With a bachelor degree in Industrial Design I learned traditional art concepts and techniques, which I find of great help when working on my chosen medium, the screen.

I enjoy exploring a little further on the technical side developing tools, presets, scripts, gizmos and shaders to customize and improve the art creating processes. I have dedicated time to learn at school and on my own multiple aspects of the computer graphics art and I understand the steps involved in VFX and Video Games production. I take great satisfaction in mastering new techniques, learning software packages and keeping up to date with technology.

I have professional experience and feel comfortable working as a compositor, comp supervisor, Nuke TD (tools and pipeline), Lighter and dealing with clients. I'm responsible, committed and a good team player.

My goal is to keep developing my skills, learning new techniques and concepts by working and interacting with talented individuals, engaged teams and exciting projects.

Specialties:

- Compositing
- Color science
- Lighting
- On Set Supervision
- Motion Graphics
- Virtual and Practical Cinematography
- Technical Workflow and Pipeline development
- Problem solver

Experience:

Digital Composer

The Embassy VFX

Aug 2015 – Oct 2015

Live action Nuke Digital Composer on: To be Announced.

Digital Composer

Zoic Studios Vancouver

Privately Held; 51-200 employees; Motion Pictures and Film industry

Sep 2014 – May 2015

Live action Nuke Digital Composer on: Descendants (2015), The 100, Falling Skies, Arrow.

Sr. Digital Composer

Prime Focus World Vancouver

Mar 2014 – Jun -2014

Live action Nuke digital compositing. Features: The Interview, Mortdecai and The Expendables 3.

Digital Composer

Zoic Studios Vancouver

Privately Held; 51-200 employees; Motion Pictures and Film industry

Jul 2013 – Mar 2014

Live action Nuke Digital Composer on Once Upon a Time in Wonderland.

Sr. Stereo Composer

Waterproof Studios

Privately Held; 51-200 employees; Animation industry
Jul 2012 – Oct 2012

As the Sr. Stereo Compositor on this project, I was responsible for all live action shots for the “Hockey Hall of Fame” film, from conception to design, animation, render, compositing, final polishings and delivery. Working with stereo footage, cg elements from Maya and mental ray, Comp in Nuke.

Sr. Compositor

RainMaker Ent. Inc. - Feature : Escape from Planet Earth (2013)

Public Company; 201-500 employees; Animation industry

Mar 2012 – May 2012

Animated Feature Nuke Digital Compositor on Planet Earth's

NIS Cinematics Director

Ubisoft Vancouver - Driver San Francisco

Public Company; 5001-10,000 employees; FR0000054470; Computer Games industry

February 2010 – July 2011

As the Non Interactive Sequences (NIS) Director, I was responsible for the development of in game cinematic sequences and the integration of Full CG animations (FMV) in the game and with its NIS counterparts to support the storyline for this AAA game title, since the narrative involved both the Pre-rendered and Real-time rendered images interacting and sharing the screen.

- Helped crewing and led the Cinematics team of 8 artists (animators, editors and cinematic artists)
- Developed custom scripts and software pipelines to improve quality and efficiency of processes
- Designed and implemented Workflows and Style Guide
- Managed outsourced partners
- Directed Designed and animated NIS sequences and Motion Graphics sequences

Lead Editor / Compositor / Motion Graphics Artist

Electronic Arts - Black Box / Goldtooth

March 2006 – January 2010

- District 9 - Feature Film - Motion graphics artist
- Multiple Motion Graphics projects for Videogame Trailers and In-Game material.
- Developed a system to integrate camera data between the game engine and After Effects
- Led the FMV department, designing visual effects and integrating outsourced assets
- Opening Sequence - NHL - Editorial
- Fifa Soccer 2007: Next Generation - Editorial and Motion Graphics

Prior Experience:

I've worked as a VFX Supervisor on the Feature Film “O dono do Mar” (Brazil, 2004) and in Advertising at large production companies and finishing houses in São Paulo/Brazil, for many clients like Coca Cola, Ford, Nickelodeon, Nestle, Fuji, Credicard, Volkswagen to mention a few.

Education:

Industrial Design - BA

Universidade Fundação Armando Alvares Penteado - FAAP

São Paulo - Brazil

1993 - 1998

Continuing Studies:

- Storytelling / Photography / Cinematography
- Computer graphics / Shaders
- Python / C / Electronics / Robotics