

DANIEL SCHINDLER

CG GENERALIST / LIGHTING ARTIST

Name: Daniel Schindler
Nationality: German
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SKILLS:

Lighting | Shading/Look Development | Compositing(Full CG) | Hard Surface Modeling | Python (Basic)

SOFTWARE SKILLS:

Autodesk Maya	Substance Painter
Houdini	Mari
Autodesk 3dsmax	Nuke
Mantra	Fusion
Arnold	Photoshop

EDUCATION:

2003 - 2006 Designer of digital and print media, specialization media design

WORK EXPERINCE:

11/2017 - Present **INFECTED Post** - CG Generalist / Freelancer
Shading / Lighting / Look Dev - Commercials (Maya, Arnold, Nuke)

03/2017 - 09/2017 **M.A.R.K.13 electronic media** - Senior Lighting Artist / Freelancer
Look development/Shot and sequence Lighting
Animated feature film "Maya the bee 2" (Maya, Arnold, Nuke, Tactic)

07/2016 - 01/2017 **MeidaVis GbR** - CG Generalist / Freelancer
Modeling/Animation/Texturing/Shading/Lighting/Rendering/Compositing
for Multiple projects (Houdini, Mantra, Fusion, Substance Painter)

11/2015 - 05/2016 **RISE | Visual Effects Studios** - CG Generalist / Freelancer
Shading / Lighting / Compositing
Animated feature film "Richard the Stork" (Maya, Houdini, Mantra, Nuke, Mari)

- 03/2013 - 2016 **Sonntagsfilm** - CG Generalist / Freelancer
Modeling/Animation/Texturing/Shading/Lighting/Rendering/Compositing
for Multiple projects (3dsmax, Mentalray, Fusion)
- 01/2015 - 06/2015 **Axis Animation** - CG Generalist / Freelancer
Modeling/Lighting/Compositing
Halo 5 Cutscenes. (3dsmax,Houdini,Mantra,Fusion,Deadline)
- Lighting/Compositing
Supernova Launch trailer. (Houdini, Mantra, Fusion, Deadline)
- Modeling/Texturing/Lighting/Compositing
Goodgame Empire TV spots. (Houdini, Mantra, Fusion, Deadline)
- 06/2014 - 09/2014 **Axis Animation** - CG Generalist / Freelancer
Lighting/Compositing
Gery Goo Cutscenes. (3dsmax,Houdini,Mantra,Fusion,Deadline)
- Lighting/Compositing
Everest Windows TV spots. (Maya,Houdini,Mantra,Fusion,Deadline)
- 01/2014 - 04/2014 **Virgin Lands** - Lighting Artist/ Freelancer
Shading/Lighting
Animated feature film "The Seventh Dwarf" (3dsmax,Vray)
- 11/2012 - 02/2013 **Pixomondo** - CG Generalist / Freelancer
Modeling/Animation/Lighting
Previz Production Porsche Macan (3dsmax,Vray)
- Modeling/Shading
Worked a little bit on "Helden-Wenn Dein Land Dich braucht" and "Oblivion"
(3dsmax, Vray)
- 09/2009 - 03/2012 **Yoose3D** - 3D Artist / Composer
Modeling/Animation/Texturing/Shading/Lighting/Rendering/Compositing
for Multiple projects (3dsmax, Vray, Fusion)
- 07/2003 - 07/2009 **4Head Studios/Cranberry Production** - 3D Artist
Modeling/Animation/Texturing/Shading/Lighting/Rendering/Compositing
for the following games: (Maya, Photoshop)
- Black Mirror II: Reigning Evil
 - Mata Hari
 - The Guild 2: Pirates of the European Seas
 - Die Reitakademie
 - The Guild 2
 - Back to Gaya
 - The Guild: Gold Edition
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