

# Daniel Buck

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## EDUCATION HIGHLIGHTS

**Art Institute of Phoenix:** Bachelor of Arts Degree in Multimedia and Web, 2005

## WORK EXPERIENCE HIGHLIGHTS

**Method Studios:** Santa Monica, CA (2016-present)

- Look Development Artist, look development and lighting for commercials and feature films.

**Various:** working from home (2015-2016)

- Generalist CG artist, working on various small CG related projects for several companies around the US

**Nurulize:** Culver City, CA (2014-2015)

- Head of 3d, lighting, texturing, and look development for VR environments and vehicles

**Digital Domain:** Venice, CA (2009-2014)

- Digital Lighting Artist, lighting, look development and compositing for feature films

**Method Studios:** Santa Monica, CA (2008-2009)

- Lighting Lead, CG artist and compositor on various commercials and feature films

**Sway Studio:** Culver City, CA (2005-2008)

- Lighting Lead, general CG artist on various car commercials and feature films

## SKILL HIGHLIGHTS

**Look development:** Using 3dsMax, Maya, Vray and Nuke to flesh out the creative visions from real world references and imaginary scenarios. Combining lighting techniques, shaders, camera work and compositing to get the best look while maintaining rendering efficiency.

**3d lighting and shaders:** Intimate knowledge of Vray, creating and using image based lighting, traditional lighting, and hybrids. Understanding and utilizing new technology features to push the boundaries of render quality and efficiency. Solid knowledge and experience with shaders and lighting to match the given references and creative visions.

**3D Modeling:** Detailed hard surface polygonal modeling in 3dsMax and Maya (automotive, mechanical, product and architectural). CAD cleanup and model prep, optimization and modifications to existing models.

**Compositing:** Solid overall knowledge and experience with Nuke in regards to compositing and sweetening CG elements.

**Photography:** Image stitching for large background plates, projections, photogrammetry and spherical reflection maps. Flat and spherical HDRs for environmental lighting and reflections, and high resolution/depth texture maps. A passion for photography with anything from digital to large format film. Good working and theoretical knowledge of optics, cameras, and lighting.

**Metal working & machining:** Cutting, bending, welding and lathe work on steel and aluminum. Designing and executing real world parts for vehicles and general fabrication projects, including camera rigs and offroad vehicles.