

DANIELLE PARKER

Digital Matte Painter | Environment Artist

DETAILS

ADDRESS

London
United Kingdom

EMAIL

danielle.annparker@ntlworld.com

NATIONALITY

British

LINKS

LinkedIn

Website

SKILLS

SOFTWARE

Photoshop
Nuke
Unreal Engine
Maya/Blender
ZBrush
Houdini
Substance Painter

HOBBIES

Anything arty I will always give it a go! Whether it's painting, drawing, sculpting, even house DIY falls under it. I will spend my free time, trying to create something!

PROFILE

I'm a 3D Artist at Dimension Studio, crafting immersive environments that help stories truly come to life. With hands-on experience across Pre-Production, On-Set, and Post-Production, I understand how every stage connects—and I love building worlds that feel seamless from lens to final pixel. My goal is always to create environments that not only look visually striking, but sit naturally within the story, supporting the action without ever breaking the illusion.

EXPERIENCES

3D Artist | Dimension Studio

Dec 2022 - Present

The Evolution of Virtual Production (Short Film)

- Showcased 2D tools made within Unreal Engine to show how DMP environments can be made within Unreal Engine
- Used a mix of 2D and 3D techniques to create multiple realistic environments

Those about To Die (TV Series)

- Main 2D/DMP Artist On-Set – handling feedback directly from the client and delivering with quick turnaround times
- Lead Artist on multiple DMP/UE environments, polishing and getting environments ready for shoot Collaboration with art department to help conceptualise environments and lighting
- Running R&D workshops to integrate a 2.5D approach in UE to help optimise heavy 3D environments

Here (Film)

- Material development, Look developing and fixing textures for assets in Unreal Engine 3D modeling and sculpting models and making them real-time ready

Compositing Supervisor, National Film and Television School

Mar 2022 - Sep 2022

Dive (Short Film)

- I was supervising the compositing for the short film 'Dive' directed by Will Peppercorn. IMDB Profile, I was removing greenscreens, adding water effects to 'dry for wet' shots and creating Oil Rig DMP's.

DMP and Environment Artist, National Film and Television School

May 2022 - Jul 2022

Reality Heist (Short Film)

- I worked on the award-winning short film 'Reality Heist' directed by Oliver Lemery. IMDB Profile, I worked on compositing, DMP and the environment creation/operator for the virtual production element of the film.

EDUCATION

MA Digital Effects, National Film and Television School

Feb 2021 - Feb 2023

BA Animation and Visual Effects, Falmouth University

Sep 2017 - Jun 2020

Graduated with 1st Class Honours

EXTRA-CURRICULAR ACTIVITIES

Freelance Artist, DaniBeeArts

Aug 2019 - Present

Established as a freelance artist with an online shop selling commissioned work and artwork. Designing and painting custom trainers and have sold worldwide