

# DANIELLE PARKER

## PERSONAL DETAILS

### Name

Danielle Parker

### Address

London

### Email

danielle.annparker@ntlworld.com

### Nationality

British

## WEBSITE & SOCIALS

- [LinkedIn](#)
- [Website](#)
- [Showreel](#)

## SKILLS

Photoshop	● ● ● ● ●
Unreal Engine	● ● ● ● ●
Nuke	● ● ● ● ●
Maya/Blender	● ● ● ● ●
ZBrush	● ● ● ● ●
Houdini	● ● ● ● ●
Substance Painter	● ● ● ● ●
Gaea	● ● ● ● ●

## 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!

## Digital Matte Painter | Environment Artist

I create immersive environments that bring stories to life. With extensive experience in Pre-Production, On-Set, and Post-Production, I grasp the connections between each stage. I am dedicated to building seamless worlds that enhance narratives, ensuring environments are visually striking and naturally integrated into the story, supporting the action without disrupting the illusion.

## EXPERIENCE

### 3D Artist

Dec 2022 - Present

Dimension Studio

#### *White Mars (Film - Unreleased)*

- DMP and Unreal Environment Artist
- Modelling, set-dressing, texturing and lighting scenes for the main exterior environment

#### *Narnia: The Magician's Nephew (Film - Unreleased)*

- Created environments using Unreal Engine for Post Visualisation and look-developed shots using Nuke

#### *The Evolution of Virtual Production (Short Film)*

- 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

#### *Here (Film)*

- Material development, Look developing and fixing textures for assets in Unreal Engine

### DMP and Environment Artist

May 2022 - Jul 2022

National Film and Television School

#### *Reality Heist (Short Film)*

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

### Compositing Supervisor

Mar 2022 - Jul 2022

National Film and Television School

#### *Dive (Short Film)*

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

## EDUCATION

### MA Digital Effects

Feb 2021 - Feb 2023

National Film and Television School

### BA Animation and Visual Effects

Sep 2017 - Jun 2020

Falmouth University

Graduated with 1st Class Honours