

DANIEL MERMELSTEIN

Sr. Digital Compositor

danmer.ca - dan@danmer.ca

Summary:

Highly experienced visual effects artist specializing in high-end multilayer compositing for film, episodic, commercials, and video game cinematics. With a solid foundation in traditional art concepts and techniques from my Industrial Design degree, I've developed a versatile skill set in creating stunning visuals.

Proficient in Nuke, with advanced knowledge of its core features, scripting, and expressions, allowing for efficient and precise control over complex compositing workflows. Experienced in leading teams, with a strong background in mentoring and collaborating with artists to deliver high-quality results.

With extensive knowledge of computer graphics and VFX production pipelines, I've successfully led numerous projects, continually expanding my skill set and staying up-to-date with industry advancements. Currently exploring Unreal Engine and realtime rendering technologies to further enhance my skill set.

My goal is to continue growing as an artist and technologist, working alongside talented teams to deliver exceptional results on exciting projects.

Experience:

Compositing Supervisor

VibeFilms- Sao Paulo

Jan 2024 – Aug 2024

On Set supervision, Live action Nuke Digital Compositor on tv commercials.

Sr Compositor

WE VFX - Toronto

Jun 2022 – Sep 2023

Live action Nuke Digital Compositor on multiple Long feature and episodic projects

Lead Digital Compositor

Mavericks VFX - Toronto

Aug 2021 – May 2022

Live action Nuke Digital Compositor.

Lead Digital Compositor

Spin VFX - Toronto

Apr 2016 – Jul 2021

Live action Nuke Digital Compositor on multiple Long feature and episodic projects

Digital Compositor

The Embassy VFX - Vancouver

Aug 2015 – Oct 2015

Live action Nuke Digital Compositor on: The 5th Wave.

Digital Compositor

Zoic Studios Vancouver

Sep 2014 – May 2015

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

Sr. Digital Compositor
Prime Focus World Vancouver
Mar 2014 – Jun -2014

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

Digital Compositor
Zoic Studios Vancouver
Jul 2013 – Mar 2014

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

Sr. Stereo Compositor
Waterproof Studios
Jul 2012 – Oct 2012
“Hockey Hall of Fame”

Sr. Compositor
RainMaker Ent. Inc. - Animation Feature : Escape from Planet Earth (2013)
Mar 2012 – May 2012
Animated Feature Nuke Digital Compositor on Escape from Planet Earth's

NIS Cinematics Director
Ubisoft Vancouver - Driver San Francisco
February 2010 – July 2011

Lead Editor / Compositor / Motion Graphics Artist
Electronic Arts - Black Box
March 2006 – January 2010
Lead FMV, In-Game Motion Graphics, Trailers and Tutorials.

Prior Experience:
VFX Supervisor, Feature Film "O dono do Mar" (Brazil, 2004)

Advertising Experience: Worked with top production companies and finishing houses in São Paulo/Brazil, delivering high-profile campaigns for clients including Coca Cola, Ford, Nickelodeon, Nestle, Fuji, Credicard, and Volkswagen.

Education:

Industrial Design - BA
Universidade Fundação Armando Alvares Penteado - FAAP
São Paulo - Brazil
1993 - 1998

Continuing Studies:

- Computer graphics
- Python / C / Electronics / Robotics