

# MANUELA SCHMIDT

slinkymanu@gmail.com www.slinkymanu.com (+1) 310.487.8194

## PROFESSIONAL EXPERIENCE:

- 11/2013 - present      Zoic Studios, Culver City, CA  
- *Compositing artist* -
- **Once Upon A Time** | **episodic** | integration of live action footage and CG elements, keying, tracking, color grading
- 10/2013 - 11/2013      Inhance Digital, Los Angeles, CA  
- *3D artist* -
- **Boing** | **3D visualization** | camera and object animation of fighter planes
  - **Raytheon** | **3D visualization** | texturing, lighting, rendering, compositing
- 06/2012 - 05/2013      Rhythm & Hues El Segundo, CA  
- *Senior Lighting Technical Director* -
- **Seventh Son** | **film** | fx and environment lighting, rendering, precomp
  - **300: Rise of an Empire** | **film** | CG character lighting, rendering
  - **R.I.P.D.** | **film** | fx lighting, rendering, precomp
- 01/2011 - 06/2012      Sony Pictures Imageworks Culver City, CA  
- *Lighting/Compositing Technical Director* -
- **The Amazing Spider-Man** | **film** | lighting, rendering, precomp
  - **Arthur Christmas** | **CG feature** | lighting, rendering, stereo compositing
  - **Green Lantern** | **film** | lighting, rendering, compositing
- 04/2010 - 10/2010      MPC London London, England  
- *Senior Lighting Technical Director* -
- **Narnia: The Voyage of the Dawn Treader** | **film** | lighting, precomp
- 08/2009 - 01/2010      CafeFX Santa Maria, CA  
- *3D artist* -
- **Alice in Wonderland** | **film** | layout, look dev, lighting, precomp
- 02/2009 -06/2009      Sony Pictures Imageworks Culver City, CA  
- *Lighting/Compositing Technical Director* -
- **G-Force** | **film** | lighting, rendering, compositing
- 09/2008 - 12/2008      Furia Digital Barcelona, Spain  
- *3D artist* -
- **Saturn** | **commercial** | modeling, texturing, look dev, lighting, precomp
  - **Honda** | **commercial** | animation, rendering

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09/2007 - 08/2008

Sassoon Film Design Santa Monica, CA

- 3D artist -

Worked on various feature, special venue, and episodic television productions; specialized in 3D pipeline implementation for stereo conversions

- **Tekturna** | **special venue** | modeling, texturing, lighting
- **Wild Child** | **feature** | modeling, texturing, lighting
- **Mummies: Secrets of the Pharaohs** | **IMAX movie** | stereo conversion
- **Surgery Saved my Life** | **episodic** | modeling, texturing, lighting, anim, fx

03/2006 - 09/2007

Look Effects Hollywood, CA

- 3D artist -

Worked on CG shots from start to finish including tracking, modeling, texturing, look dev, rigging, animation, camera projections, set extensions, lighting as well as particle creation for dynamic simulations for various film, special venue, and episodic television productions; shortened list of projects I have worked on:

- **films:** Gone Baby Gone, The Invasion, The Last Time, From Mexico With Love, Pirates of the Caribbean: Dead Man's Chest
- **episodic:** Lost, Bones, Pushing Daisies, Women's Murder Club, Criminal Minds, Las Vegas, Aliens in America, Nurses, The World According to Barnes
- **special venue:** Sea World: Shamu Rocks Night Show, Kennedy Space Center Shuttle Launch Experience

## TECHNICAL SKILLS:

- **3D:** Katana, Maya, Houdini, 3dsMax, Arnold, V-Ray, Renderman, Mantra, Mental Ray, ZBrush, BodyPaint 3D, XSI
- **2D:** Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Adobe Premiere Pro, Shake, Nuke, Final Cut Pro, Microsoft Office Suite
- **OS:** Linux, Windows, Mac

## EDUCATION:

2003 - 2005

Gnomon School of Visual Effects Hollywood, CA  
**extensive 3D curriculum**

2001 - 2003

Academy of Entertainment and Technology Santa Monica, CA  
**Associate of Arts degree in 2D and 3D animation**