

# Daniel Giron, Senior Environment Artist

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LINKS [www.mattevf.com](http://www.mattevf.com), [LinkedIn](#)

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PROFILE Dedicated CG artist with 6 years of creating environments for feature film and television.

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## EMPLOYMENT HISTORY

May 2021 — Present **Environment Artist, Outpost VFX** Los Angeles, California  
Responsible for creating large scale assets and environments for "Star Trek Picard". Used Maya, Zbrush, Arnold for look development and shading, Mari for texture painting multi UDIM tiles, Speedtree for vegetation. Created advanced shading setups with procedural and texture maps to achieve photo-realism.

Mar 2020 — Jul 2020 **Environment Artist, CoSA VFX** Los Angeles, California  
Handled CG tasks requiring generalist skills including hard surface modeling, texture painting, lighting for urban and natural environments for Netflix film "The Prom". Used Maya for architectural and organic asset modeling. Created trees and vegetation in speedtree. Used Matte Painting techniques to enhance rendered elements.

Nov 2019 — Mar 2020 **Matte Painter, Pixomondo** Montreal, Canada  
First Matte Painter at the studio in Montreal. Solved difficult matte painting sequences. Enhanced establishing plates with realistic backgrounds of urban and futuristic environments using Photoshop, Maya, Nuke.

Mar 2019 — Nov 2019 **3D DMP Key Artist, Mill Film** Montreal, Canada  
Focus on advanced shot creation and difficult sequences that required a mix of CG and matte painting skills. Created advanced projections in nuke with multiple cameras and levels of detail.

Apr 2018 — Mar 2019 **Senior Matte Painter, Atomic Fiction** Montreal, Canada  
Assisted with all aspects of the creative process for shot creation from matte painting, concept art, compositing, environment creation. Used Maya and Terragen software for landscape and cloud generation.

Jan 2016 — Aug 2016 **3D Environment Artist, Atomic Fiction** Montreal, Canada  
Responsible for advanced shot creation including matte painting and organic modeling, texture painting, scene layout, and projections in Nuke as well as working with compositing teams to troubleshoot difficult shots.

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SKILLS

Matte Painting	Organic Sculpting
Texture Painting	Lighting & Shading
3D Modeling	Projection mapping

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SOFTWARE

Autodesk Maya	Adobe Photoshop
MARI	Houdini
V-Ray / Arnold	Zbrush
Substance Painter	Speedtree

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## EDUCATION

2010 — 2014 **B.F.A, Academy of Art University** San Francisco, CA  
Animation and Visual Effects

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REFERENCES

**Jordan Lipstock from Respawn Entertainment -  
Senior Matte Painter**

Jlipstock@gmail.com · (470)-272-8769

**Gil Hacco from MPC Previs - Senior Technical  
Artist**

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**Michael Cheng from Walt Disney Animation -  
Digital Matte Painter**

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