

DANIEL FRANK LAZAROW

1208 Phelan Lane
Redondo Beach, CA 90278
818.359.9282
dan@danimation-inc.com
www.danimation-inc.com
www.linkedin.com/in/danlazarow/

PROFESSIONAL PROFILE

Senior Digital Lighting Artist and Virtual Production expert with over 25 years of experience creating photorealistic and stylized imagery for Marvel blockbusters, AAA games, and cutting-edge ICVFX stages. Specializing in bridging the gap between offline rendering and real-time Unreal Engine workflows to deliver high-fidelity visual narratives. An innovative leader who excels in high-pressure collaborative environments where artistic quality meets technical achievement.

TECHNICAL SKILLS

- **Real-Time & ICVFX:** Unreal Engine 5 (Lumen, nDisplay, Switchboard), Pixera, Perforce.
- **VFX & Rendering:** Maya, Nuke, Arnold, V-Ray, Redshift, After Effects, Photoshop.
- **Leadership:** Creative direction, lighting supervision, client-facing demos, and cross-departmental collaboration.

EXPERIENCE

SYNAPSE — Los Angeles, CA | April 2026 *VAD Artist*

- **Virtual Production Artistry:** Content creation, layout and lighting for a live-action commercial virtual production.

EYELINE STUDIOS — Hollywood, CA | February 2026 – April 2026 *VAD Artist, Stage Operator*

- **Visual Integration:** Optimized VAD-to-Stage workflows for a major Netflix series, ensuring peak performance and visual fidelity for VCAM shoots.
- **Emerging Tech Translation:** Actively translated Virtual Production workflows in Unreal Engine into GenAI-compatible deliverables, ensuring technical consistency across experimental pipelines.

PIXOMONDO: CLARA — Culver City, CA | January 2024 – February 2026 *ICVFX Lighting, Unreal Engine & Pixera Operator (Sony Studios Stage 7)*

- **ICVFX Operations and Artistry:** Configured nDisplay and Switchboard for complex UE5 environments, ensuring peak content performance on LED volumes for projects such as *Star Trek: Strange New Worlds*, and specialized in real-time color balancing and light-card integration within Pixera for playback projects such as *Beef Season 2*.
- **Client Relations:** Conducted high-level demos for production partners, showcasing the creative possibilities of ICVFX to secure new project bids.

NEP STUDIOS (Lux Machina/Halon) — Santa Monica, CA | August 2022 – December 2023 *ICVFX Stage Operator & Lead Lighting Artist (Epic Games Innovation Lab)*

- **Real-Time Lighting Leadership:** Served as Lead Lighting Artist for Halon Entertainment, developing lighting scenarios and look development for real-time environments including *The Hunger Games: The Ballad of Songbirds & Snakes*.
- **Engine Optimization and Testing:** Performed critical QA and visual testing of Unreal Engine builds at the Epic Games Stage, providing feedback to align engine features with artistic production needs.

DEVIATION GAMES — Santa Monica, CA | September 2020 – July 2022 *Senior Lighting Artist*

- **Experimental Integration:** Established conceptual lighting for new environment designs and cinematics in Unreal Engine 5, using mood and atmosphere to guide player navigation.
- **Technology Evaluation:** Evaluated the artistic viability of dynamic lighting workflows (RTX/Lumen) vs. traditional baked lighting for unreleased AAA titles.

METHOD STUDIOS — Santa Monica, CA | 2014 – 2019 *Senior Lighting and Lookdev Artist (Multiple Engagements)*

- **Marvel Feature Lighting:** Delivered final lighting and look development for tentpole films including *Avengers: Infinity War*, *Guardians of the Galaxy Vol. 2*, *Captain America: Civil War*, and *Ant-Man*.
- **Hybrid Pipelines:** Successfully integrated Unreal Engine with traditional Maya/VRay pipelines for the *Fallout 76* live-action trailer to bridge real-time and offline renders.
- **Artistic Lookdev:** Developed digital doubles and key assets, including the look development for "Teen Groot" and Captain America's digital double.

RHYTHM AND HUES STUDIOS — El Segundo, CA | 2003 – 2013 *Visual Effects Lighting and Environment Supervisor*

- **Proprietary Workflow Design:** Collaborated with software and pipeline teams to evolve an entirely proprietary ecosystem, making lighting tools more intuitive and reducing the learning curve for artists.
- **Artist Education & Onboarding:** Initiated and led "Technical Opportunity Meetings" to document and teach new tools to lighting teams, ensuring high shot throughput.
- **Supervisory Leadership:** Managed and mentored lighting teams of 10+ artists, overseeing the aesthetic and technical execution of shot sequences, while also lighting my own shots.
- **Notable Projects:** *The Chronicles of Narnia*, *The Incredible Hulk*, *Snow White and the Huntsman*, *Fast and Furious*, *Alvin and the Chipmunks*, *Night at the Museum*.

ADDITIONAL EXPERIENCE (Selected)

- **Senior Lighting & Lookdev Artist** | Zero VFX, Framestore, Apple, Myth VFX | 2016 – 2020
- **In-Game Real-Time Lighting Artist** | Treyarch (*Call of Duty: Black Ops III*) | 2015
- **Visual Effects Lead 3D Artist** | Stargate Studios (*ER, CSI, CSI: Miami*) | 2000 – 2003

EDUCATION

Bachelor of Fine Arts in Computer Animation Ringling College of Art and Design, Sarasota, FL.