



Danielle Feinberg began her career at Pixar Animation Studios in February 1997 and has worked on films such as Toy Story 2, Monsters, Inc., the Academy Award®-winning Finding Nemo and The Incredibles. Feinberg was the director of photography-lighting for the Academy Award®-winning features WALL•E and Brave. She is currently hard at work on Pixar's 2017 fall film Coco.

At the age of 23, Feinberg's first role at Pixar was the lead render technical director on A Bug's Life, where she in charge of a team of nine men, eight of whom were older than herself. She got her first taste of lighting on this film and quickly discovered her love that unique combination of technology and art.

Feinberg went on to work as a lighting artist on many of Pixar's feature films, where she moved up the ranks - from master lighting artist on Toy Story 2 and Monsters, Inc. to lead lighting artist on The Incredibles. On Finding Nemo, Feinberg took on the role of CG Supervisor of the Ocean Unit, where she was responsible for the team creating the scenes in the depths of the ocean, the field of pink jellyfish and the rollercoaster ride with the turtles.

For WALL•E, she returned to her passion for lighting as the director of photography-lighting. In that role, she led a team of over 35 lighting artists to design and execute the "filmic" look envisioned by the film's director.

Feinberg was once again in a lead creative role as director of photography-lighting for Brave, which stars Pixar's first female protagonist. While working on Brave, Marie Claire Magazine named her the "top film techie" in their 2011 Women on Top Awards.

A native of Boulder, Colorado, Feinberg's love of combining computers and art began when she was eight years old and first pr...

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