

## Daniel Davis

966 English Town Lane #200 Winter Springs, FL 32708

Phone: (407) 865-4263 E-Mail: [baidga88@gmail.com](mailto:baidga88@gmail.com)

<http://www.danieldavis3d.com>



## Education

Full Sail University

September 2014

Bachelor of Science Degree in Game Art

## Software

Maya, MudBox, 3DS Max, ZBrush, UDK, Unreal 4, Unity, Cryengine, Photoshop, After Effects, Fume FX, Houdini, Perforce, Jira, Github, Trello, Asana, C++, Python, Maxscript, Currently Learning C#

## Skills

Unreal 4 and Unreal Development Kit Visual Effects

- Create and animate textures for 3D and 2D effects, for use on static meshes and in Cascade
- Use lighting and colors to emphasize effects used to enhance environments in games and simulations

Modeling

- Hard surface modeling a specialty, modern weapons and vehicles in particular
- UV, and texture models in multiple styles, while maximizing UV space
- Generate scale models for architecture visualization and 3D printing purposes

## Experience

Impulse Games

June 2015 – Current

Contract VFX Artist

- Implemented high quality real time VFX in Unreal Engine 4
- Created Textures for use in game as VFX assets

Cubic Advanced Learning Solutions

December 2014 – July 2015

Technical Artist Intern

- Modeled Hi and Low Fidelity Environments for government contracts
- Helped build and implement encoded procedures and implement them within a simulation model
- Assisted with implementation in Unreal Engine, and worked within an intense, multi-person, communication heavy pipeline

US Army

April 2006 – November 2012

Combat Medic

- Placed in a management position in both office and field environments, in charge of 3 or more subordinates
- Had direct responsibility for high price/high priority materials, supplies and equipment
- In charge of budget and orders for supply for office, medical, military, and tech supplies
- Able to adapt and improvise in stressful situations
- Currently hold Secret Security Clearance

## Student Projects

### “Divinity: A Fairies Tail”

- Created 2D sprite VFX for main character, enemies, and background
- Modeled, UV'd, and textured tentacle enemy and arrow prop
- Made UI elements, textured background elements

### “Elemental Engagement”

- Created 2D sprite VFX for multiple characters
- Made Geometry for use with VFX specific FX