

DAN ARAN

3D Visual Designer

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New City, NY 10956

Computer Skills

Proficient

Software

Maya, Mudbox, Photoshop,
Substance Painter, Zbrush

Skills

Image Post-Production, 3D Modeling, 3D Sculpting

Working Knowledge

3D-Coat, 3DS Max, After Effects,
Arnold Renderer, Blender,
Illustrator, Premiere, Substance
Designer, V-Ray Renderer

Blendshapes, Character Design, 3D
Lighting, Texture creation, UV Layout,
3D Rendering

Work Experience

Bright River — Quality Controller Part Time to Full Time

June 2018 – Current

Check & advise teams of problems with Photoshop work and create examples of proper workflows for 1 major client.

— 3D Intake Coordinator / Manager

September 2018 – May 2019

Helped start the 3D department. Create workflows for the 3D team to follow for clients. Help create 3D models, materials/textures, or renders when needed.

—Intake & Onboarding Manager / Client Success Manager

May 2019– Current

Create specification documents for image post production. Speak with clients and post-production teams to ensure all aspects of workflows are followed and understood

Freelance Designer — *Visual Artist*

Escape Art Apps

September 2017 – January 2018

Created 3D Game assets with Cell shading for video games using Blender

PROJECTS

Creation of the U.S. 3D Department of Bright River

Set up the 3D department in Bright River by creating proper workflows to follow.

Game Asset Creation — *3D Design Modeling, Sculpting, texturing*

Created a 3D character, and car with 2D textures to be used in a video game made by Escape Art App.

Education

Rochester Institute of Technology, Rochester, NY

Degree: Bachelor of Fine Arts

Major: 3D Digital Design

Graduation Date: May 2017