

JOHN DANIEL



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Skills:

- Film effects production experience in both CGI and practical effects
- Ten years experience with Maya and UV mapping.
- Experience with GSI, MudBox, PhotoShop.
- Extensive knowledge of invertebrate zoology and general biology.

Employment:

Elastic Creative(2011)

Architectural design, texturing and modeling of Data Monestary and environs for EMC "Big Data" spot for EMC World 2011.

Autofuss(2011)

Architectural design and modeling of Data Cloud for Symantec "Get Cloud Security" spot

ImageMovers Digital(2007-2010)

Modeler and UV mapping for Disney's *A Christmas Carol* and *Mars Needs Moms*
Modeling R&D for facial and motion capture pipeline
Test subject and actor for motion capture pipeline

Tippett Studios(2006-2007)

Modeler, UV mapping, and matchmoving for *Enchanted*.

Digital Domain(2005-2006)

Modeler and UV mapping for GMC "Board" spots

Zoic Studios(2004-2005)

Modeler and UV mapping for *Serenity*, *Battlestar:Galactica*, and *CSI*

Mantron Corporation(2005)

Modeled, mapped, and animated a collapsing bridge for Matthew Barney's film *Drawing Restraint 9*.

ESC Entertainment(2001-2004)

Modeler and UV mapper for: *Matrix Reloaded* and *Matrix Revolutions*, *Catwoman*, *Constantine*.

Notable creations: The Colliding Trucks from *Matrix Reloaded*, (Shot awarded "Best Visual Effect of the Year" by the Visual Effects Society), the Digger from *Matrix Revolutions*, 'Vermin Man' from *Constantine*; where I selected, designed and modeled a series of realistic insects.

Manex Visual Effects(2001)

Preliminary modeling and design of the Digger from the *Matrix* Sequels.

Digital Muse(6/96-10/99)

Supervised digital special effects for *Star Trek(Voyager* and *DS9)*, working directly with the client.

Designed, animated and modeled characters, creatures, and vehicles.

Animation / modeling credits include:

- *Star Trek: Voyager* and *Deep Space Nine*, *Sliders*.

Skellington Productions(8/94-11/95)

Fabricated character parts for feature film: *James and the Giant Peach*.
Designed and created plaster-shell, urethane, and silicone molds.

Education:

- Bachelor of Science, University of California at Santa Cruz
- Graduated May, 1993
 - Major: Sculpture, Minor: Invertebrate Zoology
- Intern at Industrial Light & Magic Creature Shop, 1992