

Daniel Naughton

CG Artist

www.dannaughton.com

5327 Barry Lane

White Bear Lake, MN 55110

651-324-2758

Objective: Seeking a long term career in the Computer Animation industry.

Skills:

- Proficient knowledge with texturing, lighting, animating, rendering, modeling in 3D Studio Max and Maya.
- Over eight years of 3D Studio Max experience.
- Extensive knowledge of Adobe Photoshop, After Effects, ZBrush, Silo, Illustrator, Quark, Corel Draw, Final Cut, UT Editor, Adobe Premiere and Shake.

Education:

Fullsail University

Orlando, FL

September 2008

Bachelor of Science in Computer Animation

Brown College

Eden Prairie, MN

September 2004

Associates Degree in Graphic Design and Animation

Academic Experience:

Full Sail Team Project

VFX Project Lead

Project Lighter in charge of lighting entire scene.

Project Character Modeler

Project Texture Artist

Experience:

CopyCat Digital

Graphic Designer

Hudson, WI

2004 - 2006

Activision Value

Internship - Concept Artist

Eden Prairie, MN

2005 - 2006

Awards and Hobbies:

- Awarded "Best Animation Student" at Brown College.
- Awarded "Superior Rating" at the 3M Technology Challenge.
- Recipient of Michelangelo award for outstanding art student at White Bear Lake High School.
- SIGGRAPH Member • Avid video game fan • Working on short films