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I am passionate about creativity and “Making it look good.” I work across multiple mediums to engage the viewer. I believe in the best tool for the job at hand and that being prepared for that is the key to success.

Summary of Experience

I have worked in the creative industry across a large spectrum, from art direction, to animation and game development, illustration, industrial design, identity design, and instruction. My varied history means that I am familiar with a broad skillset of development methodologies within the industry. I thrive in teams, and my work consistently exceeds expectations with good aesthetics and technical competency. Quick to learn, and always eager to seek out new skills, working as a teacher has served to help me to become a leader and recognize the strengths in those around me as well as what it will take to maximize those assets in both others and myself.

Recent Employment History

Lasalle College (formerly The Art Institute of Vancouver) 2006-Present
Instructor/Curriculum development

Since 2006, I have been responsible for the development, syllabus authoring, and course content design for classes including concept art, character modeling (both introductory and advanced), ZBrush, various modeling programs, traditional sculpture, portfolio and promotion design, as well as a variety of others.

School Creative 2016-Present
Instructor/Curriculum development 3D Animation, and 2D Animation Programs

I am currently one of the core instructors responsible for creative direction and curriculum within both the 2d and 3d programs.

Vancouver College of Art and Design 2018-Present
Instructor/Curriculum development - Sculpture

Creative Experience

Art direction + concept development, identity design, print design, illustration + concept art, 3D modeling + texture + animation, 2d animation, lighting and look development, stop motion animation, life drawing, architectural + automotive concept work, industrial design, brand development, script writing and performance.

Technical Experience

Texture work, look development, shader design, lighting, character + character-centric surfacing assets, integration of game and production assets, environment asset development,

Software Experience

Adobe Photoshop + Illustrator + After Effects + Premiere, Maya, Renderman, ZBrush, Mari, Mud box, 3D Studio Max, Soft Image XSI, Rhino, Flash, Toon boom, Shotgun, Perforce, and various proprietary studio software and pipeline systems.

Employment History Continued

Nascent Robotics 2017-2018

Conceptual designer and 3D modeler for external shell and 3d printed component of personal robot in development.

B.C.I.T. 2015

Instructor/Curriculum development – 2D animation and Illustration

40 Winks Designs 2014-2015

Brand development, Conceptual design, Industrial Design, Asset design/development/creation for production

Working with the CEO, I was the primary contact point with clients and development of content and products. Duties included, industrial design for production, brand development and awareness, packaging and promotional materials design.

Hellbent Games 2012-2013

Art Director / Principal Artist

Coordinating a small team of artists, and working directly with LEGO via their Connecticut campus as well as their initial games studio out of Wilmslow, U.K., I was responsible for asset design and development as per the unique requirements of the in house pipelines and productions. Areas of responsibility included front end design, all asset creation, scheduling and mentoring of junior employees, as well as being the contact point between the programming, design, pipeline, management/production staff as well as the client.

Games Café 2012

Concept development and creative direction

Working remotely, I had input into design direction as well as asset creation and design, specializing with the character design team, environment design, and the user interface team.

Rainmaker Entertainment 2011-2012

Senior character + environment modeler/texture artist

Duties included character and environment modeling, look development/shader design, texturing, lighting, conceptual design.

Propaganda Games / Disney 2007-2009

Senior modeler + texture artist (Turok Turok 2, Pirates of the Caribbean: Armada of the Damned)

Working as the senior artist on the Ship design and development team, I mentored younger staff, and was responsible for the design and implementation of the models within the game, including their needs via the technical team and pipeline. Duties included environment modeling, look development/shader design, texturing, lighting, conceptual design, pipeline development and systems integration.

Employment History Continued

Threewave Software 2006

Senior modeler + texture artist, animator

Relic Entertainment 2005-2006

Environment modeler + texture artist (Company of Heroes)

Freelance Artist / Advertising 2003-2009

Advertising production artist, identity design, illustrator, storyboard artist, animator and brand development.

Caliber Digital 2002

Character animator + artist

Cuppa Coffee Animation 2002

Stop motion animation internship

Education

Private Mentorship 2007-2010

(Justin Ogilvie)

Classical drawing + painting atelier

Dev Studios 2004

Post graduate diploma – 3D modeling and animation

Sheridan College 1998-2002

Diploma – classical animation