

DANA J WILSON
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Curriculum Vitae

SKILLS

AUTODESK MAYA

Animation • Modeling • Rigging • UV mapping • Lighting • MEL

ADOBE CREATIVE SUITE

Photoshop • After Effects • Premiere • Flash

UNITY 3D

iOS • Android • Daydream • Oculus • Vive
platform-native development • optimized ports

MICROSOFT OFFICE/ GOOGLE DRIVE

Word/ Docs • Excel/ Sheets • PowerPoint/ Slides

UNREAL EDITOR

ENGLISH

Native speaker

SPANISH

10 years

JAPANESE

1 ½ years

EMPLOYMENT

- Feb '16 – June '17 **3D ANIMATION & RIGGING ARTIST (BABAROGA LLC – GAME DEVELOPER)**
- Rig & animate assets: characters, vehicles, creatures, props, et al.
 - Work with engineers & other artists to ensure proper function and integration in-engine and in-game
 - Optimize art assets for mobile, PC, VR
 - Meet with clients; prepare pitch decks & pre-production art
 - Produce game trailers & other promotional material, art
 - Maya, Unity, Adobe CS, Bugzilla, SVN, Perforce, Asana
- Jan '12 – Feb '16 **FREELANCE – DIRECTOR, ANIMATOR, CG GENERALIST, ET AL**
- Seek and meet with potential clients to assess needs. Tailor work to client's budget, schedule, and needs.
 - Act in all animation production roles as necessary, including concept and storyboard, character design, modeling, and rigging, animation, and compositing and editing.
- Mar – Nov '15 **DESIGNER (JIM KOURIS & ASSOCIATES)**

- Designed products, packaging, and presentation materials for a technology startup during initial funding phase
- May - Jun '15 LOVE SHUGA (BOSLEY BROWN MUSIC VIDEO)
- Directed and animated music video
 - Design, models, rigs, animation, rendering, composites, editing
- Dec '14 - Jan '15 AUTOMOTIVE INTERNET MEDIA
- animated 30-second ad
 - tailoring pipeline to client's budget and schedule
- Sep - Nov 2014 CAPS PAYROLL - "A" MAKES CAPS
- all animation of a short "about" ad
 - designed, modeled, rigged, and animated multiple characters
 - integrated animated characters with live-action footage
- Mar - Apr 2014 MAYA GENERALIST (BARNEY PATTERSON DESIGN)
- used brief concept to design, model, rig, animate, and render characters and environments in Maya with a short turnaround period
 - Self-driven work environment, following director & peer feedback
- Dec '13 - Jan '14 A PENNY A DAY... (COMMON CAUSE/ NY)
- 1-minute fundraising ad for non-profit group
 - storyboards, character design, modeling, rigging, and animation
- July - Aug 2012 MUTUAL CORE (BJÖRK MUSIC VIDEO)
- Maya animation using existing rigs
 - construction/ modification of new rigs/ models when necessary
 - match-moving (Maya), UV texturing (Photoshop/ Maya)
- Aug '11 - May '13 STUDENT ASSISTANT (USC)
- assisted students and faculty in weekly animation courses.
 - gave technical and aesthetic help during lab and lecture periods
 - topics included Maya, character animation and design, and After Effects.
- June - Aug 2012 WALDEN, A GAME (USC INTERACTIVE MEDIA DIVISION)
- rigged/ animated various bi-, quadru-, and hexapedal creatures using Maya and teammate-created models.
 - prepared for use in the Unity engine: rig cleanup, baking animations
- 2004-2007 SUMMER DAY CAMP COUNSELOR (CLARENDON HILLS PARK DISTRICT)
- supervised and entertained groups of 6-10 children, ages 4-8.
 - planned and improvised two hours of daily activities including sports, arts & crafts, and educational & teamwork exercises

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA (August 2010 – May 2013)
Degree: Animation, M.F.A.

DEPAUL UNIVERSITY (September 2007 – June 2010)
Degree: Animation, B.S.
Summa Cum Laude (GPA: 3.91)

PURDUE UNIVERSITY (August 2006 - May 2007)
Major: Computer Engineering

ACTIVITIES & EXPERIENCE

- October 2015 CHOOSE KIND (CHILDREN'S CRANIOFACIAL ASSOCIATION AD)
- directed and animated an online fundraising video
 - worked directly with CCA board member to create an appropriate and effective message and video for the fundraising campaign
 - designed series of stickers promoting kindness and celebration of differences for sale on CCA store (non-profit/charity fundraising)
- June 24, 2013 SOCIETY FOR ANIMATION STUDIES GUEST PRESENTER
- "Simple & Effective: Breaking the Mold for CG characters"
 - Presentation based on Master's thesis work & research
 - Annual SAS conference, held at USC in 2013
 - 30 minute presentation and Q&A session
- Sep '12 – May '13 FACULTY LIAISON (USC)
- Elected by peers to represent the animation graduate students at faculty division meetings.
 - Attended faculty meetings during the semester
 - Brought student questions, concerns, and complaints to faculty
 - Relayed responses, information, questions, and concerns from faculty to graduate students.

- Mar - June 2012 MR. BLUE SKY (ELO MUSIC VIDEO)
- Generalist; Maya specialist
 - Character design, modeling, rigging, animation, and rendering.
 - Collaborated closely with directors and eight other animators
- Jan - April 2012 ANIMATOR, "THE COLLECTOR'S GIFT"
- Maya character animator
- 2009-2010 ANIMATOR, MODELER, "MAKE IT A GREAT DAY"
- Faculty-directed student collaborative film (DePaul University)
 - Research, character modeling, and character animation using Maya.
- August 2009 SIGGRAPH STUDENT VOLUNTEER
- Volunteered at SIGGRAPH conference in New Orleans
 - Provided guests directions, instructions, information
 - Supervised exhibits, artwork, panels/ presentations
 - Attended various conference events, talks, and demonstrations.
- December 2008 STUDY ABROAD JAPAN
- Trip to Tokyo and Kyoto to visit game and animation studios
 - Experienced Japan's rich culture in nearby areas

AWARDS & ACHIEVEMENTS

Adobe First Frame 2014 - Selected film, *Why Are There Robots?*

Guest speaker - Society for Animation Studies Conference 2013, Los Angeles
 "Simple & Effective: Breaking the Mold for CG Characters"

Flamingo Film Festival 2012 – Winner, Animation category, *Sane on Earth*

Robot Film Festival 2012 – Selected film, *it's not about breakfast*

Introducing Autodesk Maya 2013 (book) – Featured artist

DePaul Premiere V, 2010 – Selected film, *it's not about breakfast*

CREDITS

- 2017 *Mira* (short film)
Animator, rigger
- 2017 *Judas Priest: Road to Valhalla* (game | iOS, Android)
Principal animator, rigger; Art generalist
- 2016 *Underworld Overlord* (game | Google Daydream)
Senior Artist – principal animator, rigger
- 2016 *Solitaire VR* (game | Oculus, Vive, Daydream, Gear VR)
Principal animator, rigger; Art generalist
- 2015 Children’s Craniofacial Association - *Choose Kind* (non-profit ad)
Director, animator
- 2015 Bosley Brown - *Love Shuga* (music video)
Director, animator
- 2014 "A" *Makes CAPS* (ad)
Animator, Maya generalist
- 2014 *A Penny A Day Keeps Corruption Away* (non-profit ad)
Director, animator
- 2013 *Why Are There Robots?* (short film)
Director, animator, et al. © University of Southern California
- 2012 Björk - *Mutual Core* (music video)
Animator, Maya generalist.
- 2012 ELO - *Mr. Blue Sky* (music video)
Maya generalist. © Electric Light Orchestra
- 2012 *The Collector's Gift* (short film)
Character animator. © University of Southern California
- 2012 *Make it a Great Day* (short film)
Character animator, character modeler. © DePaul University

- 2011 *Sane on Earth* (short film)
Director, animator, et al. © University of Southern California
- 2010 *it's not about breakfast* (short film)
Director, animator, et al. DePaul University
- 2009 *Office Supplies* (short film)
Director, animator, et al. DePaul University