

**DANA J WILSON**  
LOCATED IN THE CHICAGO AREA  
DANAWILSON.NET • DANA@DANAWILSON.NET

**Curriculum Vitae**

**SKILLS**

**AUTODESK MAYA**

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

**3D STUDIO MAX**

Animation • Rigging

**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**

Nov '17 – present

**ANIMATOR & RIGGING ARTIST (INCREDIBLE TECHNOLOGIES)**

- Rig & animate characters, props for games (3DS Max)
- Create and maintain character/ animation pipeline (Unity)

Feb '16 – June '17

**3D ANIMATOR & 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	<i>Mira</i> (short film) Animator, rigger
2017	<i>Judas Priest: Road to Valhalla</i> (game   iOS, Android) Principal animator, rigger; Art generalist
2016	<i>Underworld Overlord</i> (game   Google Daydream) Senior Artist – principal animator, rigger
2016	<i>Solitaire VR</i> (game   Oculus, Vive, Daydream, Gear VR) Principal animator, rigger; Art generalist
2015	Children's Craniofacial Association - <i>Choose Kind</i> (non-profit ad) Director, animator
2015	Bosley Brown - <i>Love Shuga</i> (music video) Director, animator
2014	"A" <i>Makes CAPS</i> (ad) Animator, Maya generalist
2014	<i>A Penny A Day Keeps Corruption Away</i> (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