

Daniel Seminara

3D Graphic Artist

(610) 360-0658

Dmsblast2006@hotmail.com

www.danseminara.com

Summary A motivated and passionate media professional with the skill set to create high quality graphic designs, 3D models and animations.

Skills Digital Sculpting Unwrapping Animation Logo Design
3D Modeling Texturing Motion Capture Motion Graphics
Retopology Rigging & Skinning Collision Object Creation

Software Maya After Effects Unity Engine Premiere
Zbrush Illustrator Unreal Engine xNormal
3ds Max Substance Painter TopoGun MotionBuilder
Photoshop Powerpoint Word

Experience **Bloomfield College** – Bloomfield, NJ
Adjunct Professor – January 2020 to Present

Advanced Rigging and Animation in Autodesk Maya
3D Modeling in Autodesk Maya

Mission Critical Studios – Farmingdale, NJ
3D Generalist – June 2014 to Present
Intern – October 2013 to June 2014

Animation and 3D modeling in a high pressure game development environment. Responsibilities ranged from character, asset and collision object development, including retopologizing, rigging, weighting, texture baking, motion capture and animation retargeting. Non-video game applications including crime scene recreation.

Sinful Monarchy – Remote
Organic Modeler - January 2018 to March 2019

Design and modeling of characters, clothing and other organic components for video game software.

RDC Design Group – Yardley, PA
Intern – October 2012 to January 2013

Modeled and textured low polygon buildings for traffic simulations.
Created 3D animation of iPhone 5 for online advertisement.
Rendered high quality images for client website.

Specialized Productions Inc. – Kutztown, PA
Intern – March to July 2008

Graphic design for casino game industry, including video editing, image manipulation and motion graphics

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Education **The Art Institute of Philadelphia**

Bachelor of Science, Media Arts & Animation – June 2014

Lehigh Carbon Community College

Computer Generated Design & Animation – May 2008

Recommendations available upon request