Daniel Seminara

Graphic Designer

(610) 360-0658
Dmsblast2006@hotmail.com
https://www.danseminara.com/graphic-design.html

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

Skills

Graphic Design	Typography	Color Theory	Animation
3D Modeling	Title Design	Logo Design	Texturing
Composition	Motion Graphics	Digital Sculpting	Rigging

Software

Photoshop	Adobe XD	Premiere	Xnormal
Illustrator	Maya	Unreal Engine	TopoGun
After Effects	Motion Builder	Unity Engine	Zbrush
Indesign	3ds Max		

Experience

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

Animation, 3D modeling, and graphics in a high pressure game development environment. Responsibilities ranged from character and asset development, including retopologizing, rigging, weighting, texture baking, motion capture and animation retargeting.

Dealer World – Lehighton, PA
Graphic Designer- June – September 2023

Created web ad banners, social media graphics, emails, display ads, and animated graphics for established brands in the automotive advertisement agency.

Super Purposes- Remote
Lead Graphic Designer – January - June 2023

Lead and overlook a team of Graphic Designers.
Assign projects/ tasks to teammates based on priority.
Hold 1:1 meetings

Graphic Designer - July 2022- December 2022

Design Marketing Pieces for social media platforms following brand guidelines.
Create images, thumbnails, and graphics for website blogs &Youtube videos.
Edit images, lead team meetings, collaborate in a team environment.

Daniel Seminara

Graphic Designer

(610) 360-0658

Dmsblast2006@hotmail.com

https://www.danseminara.com/graphic-design.html

Bloomfield College – Bloomfield, NJ
Adjunct Professor – January 2020 to December 2022

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

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

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