

Daniel Seminara

Graphic Designer

(610) 360-0658

Dmsblast2006@hotmail.com

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

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

Skills

Digital Sculpting	Composition	Animation	Texturing
3D Modeling	Typography	Motion Graphics	Motion Capture
Logo Design	Title Design	Graphic Design	Rigging & Skinning

Software

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

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

Computer Imaging
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