

**Daniel de Mira Gerlitz**  
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## Summary of Qualifications:

- Experienced in Maya, 3DS Max, Photoshop, Z Brush, Mudbox.
- Trained in use of Dev. Track, Jira, Perforce and various Game Engines.
- Traditional art skills that span drafting and technical drawing, life drawing and anatomical studies.
- Motivated, reliable with excellent communication and interpersonal skills.

## Work Experience:

**Gener8 Digital Media**  
Modeler & Animator

*2011, 2012 - Present*

- Model and animate 3D assets to match 2D film plates for stereoscopic conversion.
- Responsible for completing assigned shots and managing assets through a proprietary pipeline.
- Created stereoscopic 3D elements in Autodesk Maya for major motion pictures

**Rabbit Hole Interactive**  
Environment Artist

*2011*

- Created art assets, models and textures using 3DS Max and Photoshop.
- Created and populated environments with art assets in the Infernal Engine.
- Responsible for creating levels of detail (LOD's) for new and legacy models.

**Electronic Arts**  
Cinematic Artist

*2010*

- Created cinematic cameras for *Fight Night Champion* NIS's using Maya and Craft Studio tools.
- Creatively shot scenes and coverage and made preliminary edits, collaborated with editors during final cuts.
- Acted as a liaison between the Environment Art team and the Cinematic Camera team when creating virtual sets for motion capture.

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**Radical Entertainment***2009 – 2010*

Junior Artist/Designer

- Created props from concept art, keeping inline with the style of the game and existing assets.
- Designed and created world geometry and placed props to facilitate gameplay.
- Created world navigation and collision geometry for AI characters.
- Learned the export\import process to take raw assets from Maya to functional assets in game using Radical's proprietary technology.
- Learned art tools and techniques employed by the art team and received feedback from peers and art directors on progress.

**Radical Entertainment***2008 – 2009*

Development Support

- Created and executed test plans and led the testing of Meta Game systems on *Prototype*; an open world action game.
- Finding, documenting and regressing bugs, errors and exploits using proprietary Radical technology and Dev. Track as well as maintaining game quality standards and build stability.
- Acted as development support by helping the development team with game related requests such as providing suggestions and feedback related to gameplay, design and appearance on in progress and finalised content.
- Used the Radical Artist pipeline to create artistic contributions to the game for testing purposes.

**Education:****The Art Institute of Vancouver***Graduated 2008*

Diploma in Game Art &amp; Design

- Created a successful game prototype from scratch using the Unreal Engine with a group of peers at the Art Institute of Vancouver
- Lead a small group of peers in creating an original board game.
- Created from concept to completion a graduating demo reel.

**Cariboo Hill Secondary***Graduated 2006*

High School Diploma

- Enrolled in 4 years of traditional and computer aided Drafting, Art, Acting and Creative Writing.
- Received the subject award for Drafting upon graduation.

Saint Johns Ambulance 1st Aid Certificate