



Daniel C. Driussi

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SUMMARY

- I am a loyal and clearly dedicated individual who has an ambition to succeed in any given environment, with over four years in Character Design, Modeling, Rigging, Sculpting High poly Meshes and Texturing. I love to learn, and am always up to a challenge whatever the situation. I get along well with others, and I also work efficiently on my own. I am seeking a position where I can develop and excel while giving my best to an employer.

EDUCATION

- SCEA- San Diego December 2008
Certified with Dev-Suite QA a tool used in Game Analyst and Testing
- The Art Institute of California-San Diego September 2008
Bachelor of Science, Game Art & Design
- Zbrush Workshop- The Art Institute of California- San Diego Winter 2007
- Trade School Certifications 2002-2005
U.S. Army, Fort Lennardwood, Missouri
- Certified as a 62B10 Heavy Construction Equipment Repair Technician with expertise in Hydraulics and diesel internal combustion engines

SOFTWARE/TECHNICAL KNOWLEDGE

- Maya
- 3D Studio Max
- Photoshop
- Zbrush
- Mudbox
- High & Low-poly Modeling
- Specular, Bump, Normal Mapping
- UV Unwrapping & Rigging

TRADITIONAL ART SKILLS

- Freehand Illustration & Concepts
- Traditional Painting
- Sculpting

WORK EXPERIENCE

- SCEA (Sony Computer Entertainment America), CG Artist Jan, 2008- Present
I am part of the R&D department, reconstructing and sculpting heads. I also create photo realistic textures.
- SCEA (Sony Computer Entertainment America), Game Analyst Tester Dec, 2008- Jan, 2008
I work first hand with game development teams to trouble shoot and locate bugs from titles.
- Eboncourt Entertainment, Freelance Concept Artist Oct, 2008- Dec, 2008
I created unique concept art for an Eboncourt Entertainment's undisclosed IP.

- Hit4Six, Freelance Concept Artist Sep, 2008- Nov, 2008
I created unique concept art pieces of alien races for Hit4Six's undisclosed IP.
- U.S. Army, Heavy Construction Repair Technician (Bamberg, Germany) June , 2002 - June , 2005
Worked as a Heavy Construction Repair Technician and was in charge of maintaining and repairing six Armored Combat Earth-movers, two See trucks and worked on the hydraulic systems of Bridge laying tanks. Also, repaired Humvees and other vehicles as needed. I have a strong knowledge of many US military vehicles and an extensive working knowledge of most of the modern US military weapons.

CREATIVE EXPERIENCE

- SCEA (Sony Computer Entertainment America) San Diego, CG Artist 2009
Reconstructed and sculpted scanned head data using in-house technology for an unannounced IP
Used photographs to create photo-realistic textures
- Ebon Court Entertainment, Concept Artist, Character Modeler – Internship 2008
Created concept art for Wyrd/ Ylandor Project Created stylized textures for fantasy/steam punk environment
Modeled and produced finalized Characters and props which incorporated specular, normal mapping, in addition to UV Unwrapping
Worked in a team-based atmosphere with critical deadlines to be met
- Project Howl- Game Prototype 2008
Worked with Joe Shoopack at “Sony Online Entertainment” San Diego
Art director for project howl maintained and supervised all work coming from the Project Howl: team
Produced Concept art for characters, and weapons
Modeled, textured and rigged characters
Modeled and textured weapons and props
Performed well in team oriented environments, but also self-motivated
Communicated and problem solved any and all issues that arose within the project
- Escape- Unreal Level Fall 2007
The Art Institute of California-San Diego
Produced concept art, and level layout
Modeled, unwrapped and textured over twenty-five game assets for fully functional level
Strived for realistic textures within the unreal engine

AWARDS AND ACHEIVEMENTS

- Received the Mechanics award along with the Expeditionary Medal, and award for Expert Rifleman and Grenadier. I also received the Army Commendation medal and the Army achievement medal for superior service.
- I won first place in a Character Design contest at The Art Institute of California San Diego.
- I have been on the Honor role at The Art Institute of California San Diego for multiple quarters.