

## Daniel Rose: 3D Artist

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### Shipped Titles

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| <i>Shadow of The Colossus</i> : PS4 (2018 planned) | <i>Defiance</i> : PC/360/PS3 (2013)                     |
| <i>Lawbreakers</i> : PC/PS4 (2017)                 | <i>Lord of The Rings Online</i> : PC (2013)             |
| <i>Infinite Crisis</i> : PC (2015)                 | <i>Uncharted Golden Abyss</i> : PlayStation Vita (2012) |
| <i>Arcade Artist</i> : HTC Vive (2016)             | <i>Cypher Kids Club</i> : iOS (2012)                    |
| <i>DDO: Shadowfell Conspiracy</i> : PC (2013)      |   |

### Professional Experience

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| <b>Bluepoint Games</b>   | 1/2017-9/2017    |
| <i>Contract Senior Environment Artist (Shadow of The Colossus, PS4)</i>  | Austin, TX       |
| <ul style="list-style-type: none"><li>• Collaborated with the Environment Art Lead and Art Director on the overall visual look for a section of the game world that maintained the layout of the original game while bringing in new, unique environmental design elements</li><li>• Transformed the visual quality of the original game by combining the modification of existing terrain assets with kit bashing in my section of the game as well as a few other areas</li><li>• Used proprietary tools to create both layered and decal material types</li></ul> |                  |
| <b>Drexel University</b>   | 9/2015-Present   |
| <i>Adjunct Professor</i>   | Philadelphia, PA |
| <ul style="list-style-type: none"><li>• Teach and mentor students in a variety of subjects related to game art and design</li><li>• Use existing syllabi as a guide to creating updated curriculum for classes</li><li>• Courses taught: 3D Modeling &amp; Texturing I and II, Introductory Game Design, Experimental Game Design</li></ul>  |                  |
| <b>Gametextures.com</b>  | 11/2014-Present  |
| <i>Blogger/Features Editor</i>   | Philadelphia, PA |
| <ul style="list-style-type: none"><li>• Write and edit game development articles on the Gametextures.com blog page</li></ul>   |                  |
| <b>VaynerMedia</b>   | 8/2016-10/2016   |
| <i>Contract Technical Director (Unreal Engine)</i>   | New York, NY     |
| <ul style="list-style-type: none"><li>• Worked with a small team to create a YouTube 360 video for a client using Unreal 4</li><li>• Directed other artists on best practices for working on assets designed for Unreal</li><li>• Set dressed, lit, and set up scenes to render out an animation to be composited with live action footage</li><li>• Rebuilt the Stereo Panoramic Capture plugin for Stereo Rendering, then implemented a non-stereo panoramic capture solution in late production to speed up render times</li></ul>                                |                  |
| <b>Psyop</b>   | 5/2016-8/2016    |
| <i>Contract Environment and Technical Artist</i>   | New York, NY     |
| <ul style="list-style-type: none"><li>• Worked with a small team to create a YouTube 360 video for a client using Unreal 4</li><li>• Developed multiple shaders and materials achieving desired visual fidelity while maintaining an artist friendly workflow.</li><li>• Modeled and textured environment assets and set dressed two of the three environments</li></ul>   |                  |
| <b>Boss Key Productions</b>  | 5/2015           |
| <i>Freelance 3D Artist (LawBreakers, PC &amp; PS4)</i>   | Philadelphia, PA |
| <ul style="list-style-type: none"><li>• Modeled and textured environmental assets under the direction of a senior artist for <i>LawBreakers</i></li></ul>  |                  |
| <b>Human Head Studios</b>  | 7/2012-9/2012    |
| <i>Freelance Weapons Artist (Defiance, PC/360/PS3)</i>   | Philadelphia, PA |
| <ul style="list-style-type: none"><li>• Created two weapon models and associated textures for use in <i>Defiance</i></li></ul>   |                  |

## Freelance Artist

11/2013-Present

### *Model and Texture Artist*

- Motion Logic Studios
- Hero4Hire LLC
- Ironbelly Studios
- PolydigitalSE
- Endless Pools
- Two Bit Circus LLC
- Zero Transform LLC
- Hangman Digital
- Digital Armada
- Dinosaur Games

### *Environment Artist*

- M2M Studios
- The University of Oklahoma K20 Center
- Koda Labs/MTI Games
- Arch Virtual

*Lead Artist and Consultant: PVP Heritage*

## WB Games-Turbine

5/2012-7/2013

*Contract 3D Artist (Environment): DDO&LOTRO (2013) Infinite Crisis (2015)*

Needham, MA

- Modeled and textured assets in a variety of styles and technical constraints for *Infinite Crisis*, *Lord of The Rings Online*, and *Dungeons and Dragons Online*.
- Created assets for use in *Infinite Crisis's* unique destruction system
- Investigated a graphical anomaly that changed the art style in *Infinite Crisis*.
- Was an environment artist on the pre-production team for a cancelled title

## SCEA Bend Studio

10/2010-10/2011

*Contract Environment Artist: Uncharted Golden Abyss (2012)*

Bend, OR

- Built a number of lush environments for a key launch title for PlayStation Vita under the direction of senior artists
- Hand modeled terrain in Maya and used proprietary tools for population, material creation and export
- Optimized existing PlayStation 3 assets for use in game

## Education

Purdue University School of Technology, West Lafayette IN

May 2009

Bachelor's Degree in Computer Graphics Technology, Minor in Art and Design

## Skills: Programs

3D Modeling, UV Mapping: Autodesk Maya

High Resolution Modeling: Zbrush

Texture Creation: Zbrush, Photoshop, xNormal, nDo, Knald, Mudbox, Substance Designer, and Substance Painter

Game Engines: Unreal 4, Unity 5, and previous versions