

Daniel Rose: Senior Artist

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Shipped Titles

Shadow of The Colossus: PS4 (2018)

Lawbreakers: PC/PS4 (2017)

Infinite Crisis: PC (2015)

Arcade Artist: HTC Vive (2016)

DDO: Shadowfell Conspiracy: PC (2013)

Defiance: PC/360/PS3 (2013)

Lord of The Rings Online: PC (2013)

Uncharted Golden Abyss: PlayStation Vita (2012)

Cypher Kids Club: iOS (2012)

Development Experience

Bluepoint Games

1/2017-9/2017

Contract Senior Environment Artist (Shadow of The Colossus, PS4)

Austin, TX

- 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
- 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
- Used proprietary tools to create both layered and decal material types

VaynerMedia

8/2016-10/2016

Contract Technical Director (Unreal Engine)

New York, NY

- Worked with a small team to create a YouTube 360 video for a client using Unreal 4
- Directed other artists on best practices for working on assets designed for Unreal
- Set dressed, lit, and set up scenes to render out an animation to be composited with live action footage
- 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

Psyop

5/2016-8/2016

Contract Environment and Technical Artist

New York, NY

- Worked with a small team to create a YouTube 360 video for a client using Unreal 4
- Developed multiple shaders and materials achieving desired visual fidelity while maintaining an artist friendly workflow.
- Modeled and textured environment assets and set dressed two of the three environments

Freelance Artist (Remote)

11/2013-Present

Model and Texture Artist

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

Environment Artist

- M2M Studios
- *Shadow Core VR*
- 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

Additional Experience

Drexel University

9/2015-Present

Adjunct Professor

Philadelphia, PA

- Teach and mentor students in a variety of subjects related to game art and design
- Use existing syllabi as a guide to creating updated curriculum for classes
- Courses taught: 3D Modeling & Texturing I and II, Introductory Game Design, Experimental Game Design, Advanced Game Art Production with Unity

Gametextures.com

11/2014-Present

Paid Blogger/Features Editor

Philadelphia, PA

- Write and edit game development articles and tutorials on the Gametextures.com blog page

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, Substance Painter

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