



Daniel Ketterman

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Portfolio:
Namrettek.artstation.com

Through 3D Modeling, digital sculpting, drawing and writing stories -

I love making the fantastic come to life.

Education

FUTURE GAMES

2016 to 2018

3D Graphics YH Program - a two year, hands-on, technical education with a wide perspective on the entire graphic development process in the game industry.

Specialization - Hard Surface Modeling

UNIVERSITY OF NEW MEXICO

1996

Bachelor's Degree with honors in History, minor in Anthropology

Experience

AVALANCHE STUDIOS

3D Artist Intern

May 2019 to Aug 2018

- 3D Artist on a soon to be released Open World FPS using Maya, Zbrush, and a PBR workflow with Substance Painter and Designer.
- Modeled and textured several hard surface models for the player character including: an assault rifle, player equipment, and weapons attachments.
- Created models with and without concept art.
- Added models in game and created drop down menus to easily change colors, decals, and attachments.
- Modeled and textured several buildings and additional props.
- Propping for over 60 small to medium locations including placing props, particle effects, vehicles, buildings, and roads, and constructing prefabs that could be automatically randomized.
- Graphics debugging - finding, tracking(with Jira), and fixing bugs from simple floating objects to correcting errors in models and textures, fixing collision boxes, and LODs.

FUTURE GAMES PROJECTS

3D Artist Intern

2016 to 2017

"RASKOL"

Seven week Unity game project

- Modeled, sculpted, and textured main character and enemy including weapons
- Rigged player character and enemy in Maya
- Animated player character and enemy
- Modeled and textured additional assets
- Implemented assets in Unity

"A GLASS DARKLY"

Four week VR Unreal game project

- Modeled, sculpted, textured Monster
- Implemented assets in Unreal

"FRANKENTOY"

Three week Unreal game project

- Modeled, sculpted, textured main character and equipment
- Modeled and textured additional assets
- Particle effects
- Implemented assets in Unreal

FREELANCE EDIT ASSIST

Harley's House Commercial and Trailers

2002

- Edited Commercial Rough Cuts including sound effects and music on Avid editing suite
- Management of all project assets physical and digital

R!OT PICTURES

Production Coordinator

1999 to 2001

Associate Producer

Production Assistant

- Wrote bids, treatments, and deal memos for multimillion dollar commercials and features
- Edited one National Commercial, Animatics and rough cuts on Avid editing suite
- Produced Interactive Television User Interface design
- Coordinated all aspects of CG, VFX and Compositing in commercial projects
- Assistant to Executive Producer
- Shot test commercials and elements on Digital Camera (XL-1)

Software Proficiency

Maya, Substance Painter, Photoshop, Zbrush, Marvelous Designer

Portfolio

Please visit my portfolio at Namrettek.artstation.com