

# Dan Goldstein

## 3D Digital Artist, Animator & Designer

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## Work Experience

### Digital Design Manager / Deloitte / 2017 - Present

A member of the Creative Development team for Deloitte's internal marketing agency, the Green Dot Agency, helping to bring the power of digital technology to clients and transform how they engage with their users through visual storytelling.

### VR 3D Designer / AT&T / 2016 - 2017

Built a 3D interactive narrative and fully immersive virtual reality experience for the Oculus Rift creating futuristic environment models, animations and textures.

Painted PBR textures in Substance Painter and baked normal maps in Maya.

Created baked spline animations for import into Unity via embedded FBX and generated lightmap UVs, LOD groups, and emission effects for optimized fps.

Contributed to the team receiving an award for best booth at the AT&T yearly conference from the successful VR experience.

### Multimedia Designer / Olympus / 2015 - 2016

Supported the visual storytelling in digital media by creating and developing compelling and instructive graphics to promote the company's product portfolio.

Developed brand-based graphic concepts while working with many customers from around the world as a member of the marketing department.

3D art and animation for video and web, video production, video editing, technical illustration, and graphic design.

### 3D Interactive Designer / Blu Homes / 2014 - 2015

Created 3D visualizations of houses and immersive VR environments using modeling and game development software for online interactivity and for the Oculus Rift.

Collaborated with engineers and product designers for floorplans, blue prints, diagrams, measurements and Revit models as a part of a highly proprietary pipeline.

Input information into a complex and formulated Excel database that output XML linking the models to the company website for customer configuration and purchase.

Exhibited a strong sense of architectural aesthetics while wearing many hats and embracing shifting roles, tasks, and projects as a member of the Digital Tools team.

### 3D Artist & Designer / U.S. Army Natick Soldier RD&E Center - Technology Solutions Experts / 2012 - 2013

Obtained Secret level security clearance for government-contracted projects.

Created high and low poly 3D models for simulation and analysis of Army soldier performance in operational environments using 3DS Max and MeshLab.

3D scanned and fit modeled soldier equipment, gear, and weapons to human scans.

Retopologized, skinned, rigged, and posed many high and low poly soldier models.

### 3D Artist & Animator / WIN Interactive / 2010 - 2012

Created 2D and 3D digital interactive presentations of evidence in litigation, shown in mediation and courtroom cases such as car accidents, bullet trajectories, crime scenes, structural collapses, intellectual property, and medical malpractice.

Constructed 3D models based on real-world measurements implemented into animated recreations of actual events while working closely with lawyers and clients.

### 3D Artist & Animator / Docema / 2008 - 2009

Created 3D models, animations, UV and procedural textures, and large environments with ecosystems for the PBS documentary film "Broadside: Emerging Empires Collide".

### Design Animator / One80 Visual Communications / 2008

Created animations for episodes of the History Channel tv series "Tougher in Alaska" and graphic elements for Disney's "Race to Witch Mountain," the Women's Entertainment Network's "Amazing Wedding Cakes," and the '08 Summer Olympics.

## Freelance

### TheDanGoldstein.com 2007 - Present

Aurora Flight Sciences • Hill & Partners •  
D50 Media • Emanio Creative • Princess House •  
Constellation Productions Inc • Krash •  
Gill Fishman Associates • Terc • Talisman Media •  
Arbonne International • MD Kiosk •  
Hockmeyer Studios Fast Foto Lab •  
Easton Legacy • Animal Hospital of Lynnfield •  
Lamkin Law Group LLP • Stock's Eye Productions •  
Jody Lupien Personal Trainer • Apollo Starfleet •  
Brake for Moose • Swing Your Wing

## Creative Skills

**CGI** 2D, 3D, Animation, Lighting, Modeling, Motion Capture, Rendering, Rigging, Storyboarding, Texturing

**Design** Concept Design, Game Level Design, Graphic Design, Interactive Design, Web Design

**Media** Drawing, Green Screen Removal, Illustration, Image Manipulation, Motion Graphics, Painting, Photography, Video Editing

**Tech** Computer Repair and Maintenance, Computer Building, Software & Hardware Solutions, Help Desk, Tutoring

## Software Proficiency

**2D** Adobe After Effects, Final Cut Pro, Illustrator, Muse, Photoshop, Premiere

**3D** 3DS Max, Blender, CATIA, Cinema 4D, Lightwave, Maya, Mental Ray, MeshLab, SketchUp, Substance Painter, Unity, V-Ray, ZBrush

**OS** Mac, Windows

## Education

### University of Massachusetts

#### Dartmouth Sep 2002 - May 2007

Bachelor's degree (BFA) in Digital Media

Bachelor's degree (BFA) in Illustration