



# Dan Goldstein

3D Digital Artist, Animator & Designer

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## Work Experience

### AT&T 2016 – 2017

- Built a 3D interactive narrative and fully immersive virtual reality experience for the Oculus Rift as the 3D Designer creating futuristic environment models, animations and textures.
- PBR textures in Substance Painter and baked world space normal maps in Maya.
- Generated lightmap UVs, LOD groups, and emission effects for optimized fps in Unity.
- Created baked spline animations and imported them into Unity via embedded FBX.
- Remotely collaborated with other team members in the pipeline via conference calls and email for project discussions and file sharing.

### 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.

### Blu Homes Inc 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 outputs 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.

### U.S. Army Natick Soldier Research, Development & Engineering Center \ Technology Solutions Experts Inc 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.

### WIN Interactive Inc 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.
- Worked closely with lawyers and clients during planning and production.

### Docema LLC 2008 – 2009

- Created 3D models, animations, UV and procedural textures, and large environments with ecosystems for the PBS documentary film "Broadside: Emerging Empires Collide".
- Implemented and modified motion capture files with 3D characters.

### One80 Visual Communications 2008

- Created animations for episodes of the History Channel series "Tougher in Alaska".
- Worked on 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  
Hill & Partners • D50 Media • Emanio Creative • Constellation Productions Inc • Princess House • 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

**Animation** 2D, 3D, Animating, Lighting, Modeling, Rendering, Rigging, Storyboarding, Texturing, UV Mapping, Weighting

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

**Media** Drawing, Film, Green Screen Removal, Illustration, Image Manipulation, 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, Flash, Illustrator, Muse, Photoshop, Premiere

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

**OS** Mac, Windows

## Education

**University of Massachusetts**

**Dartmouth** Sep 2002 – May 2007

Bachelor's degree in Digital Media

Bachelor's degree in Illustration