

Dan Goldstein

3D Artist, Animator & Motion Graphics Designer

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Summary

Creative at the core, I have over fifteen years of industry experience developing high quality visualizations for a wide variety of companies and clients seeking compelling visual solutions. With a lifetime passion for being a creative artist, I continue to be dedicated to bettering myself and the company I engage with along my journey. It is my goal to build and maintain strong relationships wherever I go and to help drive creative teams to new exciting heights and beyond.

Work Experience

Raytheon / Senior 3D Visual Effects Artist / 2020 – Present

- Design and development of 3D models, animations, textures and rendered cinematics in support of the Patriot, LTAMDS, THAAD and MPT virtual interactive training and maintenance programs.
- Implementation of 3D asset conversion pipeline from CAD file to game ready content utilizing PiXYZ, 3DS Max, Maya, Substance Painter and the Unreal Engine 5.
- Level and environment creation of large populated landscapes heavily utilizing Quixel Megascans assets, volumetric lighting, and post-processing effects in UE5.
- Review of training material and 3D models against engineering data, schematics, and technical manuals ensuring accuracy across various configurations and fidelity to tactical systems.
- Agile development in a collaborative scrum team environment using Jira and Perforce.

Deloitte / Video Motion Design Manager / 2017 – 2020

- As a member of the Studio Creative Team for Deloitte's award-winning in-house agency, the Green Dot Agency, I helped bring the power of digital technology to client-focused marketing campaigns and transformed user engagement through high-end visual storytelling within the Deloitte brand.
- Deloitte Applause Award winner for the Deloitte/Bersin "Impact 2018 Global Human Capital Trends: The Rise of the Social Enterprise" event, for my contributions in the development of a Microsoft HoloLens 3D mixed reality experience which was a first for the company.
- Executed numerous innovative marketing campaign assets such as high-impact video motion graphics, visual effects animations, augmented reality app animations, immersive 3D virtual reality environments, mixed reality visualizations and data driven animated presentations for well-known events, conferences, trade shows, social media, and digital strategy.
- Project management with utilization of Workfront's online work management software to manage production and delivery of materials with internal and external resources, agencies, and vendors.

AT&T / VR 3D Designer / 2016 – 2017

- Recipient of the best booth award for the AT&T annual conference in Dallas for the most successful VR experience.
- Built a 3D interactive narrative and fully immersive virtual reality experience for the Oculus Rift.
- Created detailed futuristic environment models and animations in Maya.
- Painted PBR textures in Substance Painter and baked high poly geometry to normal maps for use on low poly models in Maya.
- Optimized frame rate for Unity by generating lightmap UVs, creating LODs and custom VFX.

Olympus / Multimedia Designer / 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, video production, video editing, technical illustration, and graphic design.

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Work Experience (continued)

Blu Homes / 3D Interactive Designer / 2014 – 2015

- Constructed 3D architectural visualizations of modular homes 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 CAD models as a part of a highly proprietary pipeline to link assets to the company website for customer configuration and purchase.

U.S. Army NSRDEC - Technology Solutions Experts / 3D Artist & Designer / 2012 – 2013

- Obtained Secret level security clearance for government-contracted projects.
- Developed high and low poly 3D models for simulation and analysis of Army soldier performance in operational environments.
- 3D scanned, retopologized, rigged and posed many high and low poly soldier models, equipment, and weapons for real world use.

WIN Interactive / 3D Artist & Animator / 2010 – 2012

- Worked closely with lawyers and clients to construct 3D models based on real-world measurements for animated recreations of events.
- Crafted 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.

Docema / 3D Artist & Animator / 2008 – 2009

- Created 3D models, textures, motion capture integrations, animations, lighting setups and final renders for the PBS documentary film "Broadside: Emerging Empires Collide".

One80 Visual Communications / Design Animator / 2008

- Designed 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 2008 Summer Olympics.

Freelance

TheDanGoldstein.com / 2007 – Present

- Ember • Exsel Advertising Group • 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 • Stock's Eye Productions

Creative Skills

3D Modeling, Texturing, Lighting, Rigging, 2D & 3D Animation, VFX, Rendering, Motion Capture, Motion Graphics, Graphic Design, Video Editing

Software Proficiency

Adobe Creative Cloud, After Effects, Illustrator, Media Encoder, Photoshop, Premiere, 3DS Max, Blender, Cinema 4D, Maya, PiXYZ, RealityCapture, SketchUp, Substance Painter, Quixel, Unity, Unreal Engine 5, ZBrush

Education

University of Massachusetts Dartmouth / Sept 2002 – May 2007

Bachelor's degree (BFA) in Digital Media
Bachelor's degree (BFA) in Illustration